for 4–6 characters of levels

9396

Advanced Dungeons & Dragons
2nd Edition

DRAGONLANCE

Official Game Adventure



Book of Lairs

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Advanced Dungeons & Dragons® 2nd Edition

DRAGONLANCE®

Official Game Accessory

DRAGONLANCE LAIRS

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How To Use DRAGONLANCE® LAIRS

DRAGONLANCE® Lairs is intended to provide the referee with a series of pregenerated encounters to insert into any *DRAGONLANCE* game campaign or adventure set in the world of Krynn. The referee may use these encounters without much preparation to start an adventure or to spice up slow spots during the middle of a game or campaign. The adventures in the book are designed to cover a broad range of PC party levels from low (1-4) to high (9+), and most assume that there will be approximately six characters in the group.

To use the *DRAGONLANCE Lairs* book to its fullest, you will need the *DRAGONLANCE Adventures* campaign book, which details the continent of Ansalon, the DRAGONLANCE boxed set *Time of the Dragon,* which introduces the continent of Taladas, and the AD&D® 2nd Edition *MONSTROUS COMPENDIUM® DRAGONLANCE Appendix.*

Encounter Format

The creature featured in each adventure is listed at the top of the first page of the scenario. Next to the creature's name is a number in parentheses. This is the total number of creatures that might be met during the adventure. At the top of the first column of text is found some general information pertinent to the adventure—the terrain, the total party levels needed to play, the total gold piece (gp) experience point (XP) value of treasure to be found, the XPs that can be gained from defeating the monsters, and the story XPs for the adventure.

Below that information is a section called the *Set Up,* which offers suggestions for ways to involve the PCs in the story. Following the *Set Up* is the *Lair* section, which contains the meat of the adventure. Some of the adventures also include maps.

The listing for *Total Party Levels* helps the referee to determine the power of the group for whom the adventure was designed. If a party is larger or smaller than the total party levels listed, adjustments should be made. To adjust downward for a weaker party, several options are available. Halving a creature's hit points or the amount of damage done by a trap is one solution. Another is to include some magical items with one or two charges, a helpful potion, or a gnomish invention that actually works (once) near the beginning of the adventure. In cases where the party has been hired to investigate, their patron might loan them a magical weapon or two. These would need to be returned to their proper owner at the end of the adventure, of course.

Whenever the adventures must be made tougher, increasing the number of creatures, raising the hit points of the ones encountered, or arming them with one-use magical items can often bring the encounter up to the proper level (without the disadvantage of giving the opponents high-powered magical items, which the party would acquire upon defeating them). In all of these changes, a modification to the XP number should be made.

The *Average* listing for the Total Party Levels is an indication of the type and power of creatures a party should be facing. If the party average falls below or above the listing for the encounter by more than one, changes should be made in the encounter.

The *Total gp XP* is provided for campaigns that use the "experience points for treasure" rule on page 47 of the *DUNGEON MASTER^ Guide (DMG).* It indicates the total amount of non-magical treasure to be found. The *Monster XP* is computed from the *MONSTROUS COMPENDIUM* listings and modified to reflect tricks or traps that increase the difficulty of the encounter. If the PCs fail to defeat all the monsters, the XP awards should be reduced accordingly.

The *Story XP* is a subjective award based upon how well the party met the goals of the adventure. Three values are provided, based on the awards described in the *DMG* (p. 47) and should be used by the DM as the situation merits. The *Complete* listing is used when the party has defeated all or most of the monsters, found most of the treasure, and successfully completed the adventure goals. The *Defeat* entry is used when the party is successful but fails to defeat one or more of the major foes, doesn't find most of the treasure, or leaves the story unresolved. The *Retreat* listing is used if the party made an effort to defeat the creatures or complete the encounter, but could not outwit their opponent or were overpowered and forced to retreat. This last entry enables the DM to recognize that the party learned from the encounter, but was unable to entirely overcome it.

In some cases, it is preferable for the PCs not to kill a creature. Indeed, if they are intended to negotiate or to help the creature, the PCs should be awarded the XP value that best reflects the extent to which they succeeded.

The *Set Up* for each encounter features one to three bits of information or situations to help the referee get the PCs into the adventure. They can also be used to get the party back on track if it has taken an unplanned tangent. In many cases, the DM should be able to use either a secondary *Set Up* or extrapolate from the information presented in the adventure to turn the party back to the path they should be following if the adventure is to proceed.

The *Lair* section follows the *Set Up* section and is the main body of the adventure. It includes a detailed description of the lair as well as the monsters' tactics, allies, and any treasure to be found; it may include several separate encounters within an adventure. Many of the scenarios include secondary monsters, and the information on these, as well as their placement in the encounter, is given in this section.

These encounters eventually lead to a climactic battle in which all is won or lost. However, though the intention of these scenarios is to provide ideas for use in lieu of random encounters or create interesting interludes to the main action of a campaign, it is not always necessary to play them out all at once or in succession. Some entries may give you the option of just touching on the adventure at first, then going on to other things while events transpire beyond the PCs' control, only to lead back to the story in the *DRAGONLANCE® Lairs* encounter.

The beginning of the *Lairs* section provides a little background on the creature(s) and why this encounter occurs where it does. Then the encounter area is described, giving details of what is there and easily seen. The rest of the information covers the series of encounters the party will meet when dealing with the creature listed. Sometimes the end of the encounter contains suggestions designed to lead the party to other encounters in *DRAGONLANCE Lairs* or give the referee some ideas on how to continue or reintroduce the creature(s) later if the PCs failed to win conclusively.

Terms Used in DRAGONLANCE® Lairs

Standard terms used throughout the text of this work are defined in the *AD&D® 2nd Edition Player's Handbook Glossary* (pp. 11-12). Every DM should become familiar with these terms. Whenever a new creature is introduced in an adventure, its statistics are given in the next paragraph. Statistics for creatures in the encounters are listed as follows: Int; AL; AC; MV; HD; hp; THAC0; #AT; Dmg; SA; SD; MR; SZ; ML; XP.

NPC statistics are similar, but include all their ability scores as well as any special abilities they may possess (such as thieving percentages). Also listed are magical items they normally wear or carry. Current spells for wizards and priests, and spell-like abilities for those creatures that have them, are listed beneath their statistics. Where applicable, spellbooks for mages are detailed in full also.

Customizing the Encounters

While the intention of this book is to provide short scenarios that can be worked into a game in progress or used as intriguing lead-ins to start a campaign, there is no reason why the DM cannot change what is given here. Any of the encounters can be expanded, used only in part, or modified in any other way that best fits the DM's home campaign. If there is anything in any encounter that the DM doesn't like, from the party levels to the tactics and treasure, he should change it.

Offworlders and Krynn

Although these scenarios are designed to be encountered by characters native to Krynn, many of them are suitable adventures for visiting characters as well. Krynnspace is a recognized crystal sphere in the *SPELLJAMMER®* setting, and it is possible to use crew members from a Spelljamming vessel in some of the scenarios presented here. Some of the adventures set in Taladas will present surprises to visiting PCs from Ansalon, and vice versa. How much more of a surprise might they be to characters who aren't originally from Krynn at all?

If the referee plans to use *SPELLJAMMER* characters in these adventures, it is recommended that extreme care be taken in the amount and type of magic the PCs can bring with them. In a world where normal steel swords may be worth more than gold, a few *long swords +4* and a suit of *plate mail of etherealness* can quickly unbalance the game. Likewise, overuse of wheel-lock pistols and such can ruin much of the flavor of Krynn's unique background.

ABANASINIAN CENTAURS (28)

Terrain: Temperate Forest (Ansalon)
Total Party Levels: 24 (average 4th)
Total gp XP: 2,500
Monster XP: 9,650
Story XP:
Complete: 8,550 Defeat: 4,725
Retreat: 2,250

SET UP

- A small town hires the PCs to discover why the centaurs who live in a nearby forest have begun attacking woodcutters, hunters, and anyone else seeking to enter their territory. Until recently they seemed quite civilized and friendly to those who meant them no harm.

- Entering a town in the throes of a plague, the PCs are hired to seek out a healer/herbalist who lives in a nearby forest. There is an obvious trail to the healer's home that the PCs can follow. The centaurs will not let them go about their business, however, until satisfied that the PCs are innocent of any wrongdoing.

- The PCs must cross through the forest to reach their next destination. They have been warned to keep to the main path if they wish to avoid confrontations with any dangerous denizens of the forest.

THE LAIR

Until recently, the centaurs of the Shimmering Forest have always been friendly and helpful to those who entered their territory, as long as the visitors meant no harm. Two weeks ago, however, this policy changed. First, two of the herd's foals disappeared. Then one of the mares failed to return from gathering food. The herd has been unable to find them or any sign of where they might have gone.

No new predators are known to have entered the forest, for they would have left signs of their tracks or spoor. The herd drew the obvious conclusion: the people settled in the nearby town have begun either kidnapping or killing centaurs—for what purpose they don't know. There are too few centaurs to attack the town or to attempt a rescue of the foals and mare they hope are still alive. They can, however, use the cover of the forest to prevent yet more people from coming in and wreaking havoc. They have set up patrols to catch anyone attempting to enter along the main trails and have laced the forest perimeter nearest the town with traps.

Unfortunately, they are wrong about the townspeople, who are completely innocent. The real villain is a wyndlass, which has set up its lair near a patch of shimmerweed, the plant that grows in such abundance here that the forest is named for it. Using the shimmerweed's ability to cause confusion in those who encounter it at night, the wyndlass has managed to entrap its prey and consume them. Because it has not left any overt tracks or spoor, and because it has mired itself along a secondary game trail, the centaurs have not discovered it yet.

FIRST MEETING

Even if the characters enter the forest forewarned that the centaurs are there and unfriendly, the centaurs will still have the advantage. They are very good at hiding among the trees and underbrush, and they can see the PCs coming long before the party ever reaches the forest. If the party attempts to enter stealthily (i.e., not along clearly marked paths or trails), have them encounter one trap after another until they are exhausted enough, and have taken sufficient damage, for the centaurs to move in and easily subdue them.

If the PCs approach and stop outside the forest to call for a parley, the centaurs do not answer, believing that these heavily-armed and imposing adventurers are probably the ones the town has hired to kidnap or kill them. They are on their guard and expecting tricks like this! Indeed, a centaur patrol waits until the characters move a short distance into the forest, then launch a barrage of arrows at them. That is followed with a charge by their strongest warriors, who shout, "Killers! Kidnappers! Slayers and enslavers of thinking creatures!" and other similar accusations as they attack. Hopefully, the PCs get the idea that they are being mistaken for someone who has harmed the centaurs.

If the PCs refrain from retaliating and shout for a parley at this time, the stallion leader bids them



surrender their weapons, return to the herd's grove and speak their piece. If they choose to fight, the centaurs overwhelm them and take them to the grove for interrogation. The party's weapons and possible spell components are confiscated and they are bound with vine cords in either case.

Abanasinian Centaurs (6): Int Average; AL CG or NG; AC 3 and 5 (x5); MV 18; HD 4; hp 32 and 28 (x5); THAC0 17; #AT 2 or 1; Dmg 1-6 (front hooves) and weapon, or 1-6 (hind hooves); SD see below; SZ M (6'-7' tall); ML Steady (12); XP 120 each.

Five warriors and one stallion leader make up this patrol. The leader, Silvann Greymane, carries a shield, is armor class 3, and has 32 hit points. The centaurs usually engage enemies by keeping half their number in reserve to shoot arrows while the rest of the patrol charges forward to encircle and attack their opponents from all sides. They can attack twice per round—once with a weapon and once with their front hooves. They can also attack enemies behind them with their back hooves.

If the opposition exceeds the number of centaurs, the whole patrol charges. All are armed with longbows (+1 attack bonus), and scythes (2d4 damage). These robust creatures gain a +2 bonus to all saving throws.

They wish to question the PCs and discover where their foals and mare have been taken. After the first barrage of arrows and a sweep through the PCs' ranks, the centaurs attempt to engage in non-lethal combat. If the PCs insist on a fight to the death or if they try to slaughter the centaurs, the stallion leader summons another centaur patrol (four centaur warriors) with a blast from his hunting horn. The second patrol arrives in five rounds (as they were nearby setting up more perimeter traps).

The Centaur Grove

The PCs are taken to a large oak grove that surrounds what was once a pleasant clearing with a small brook winding through it. Now it resembles an armed camp under siege. High brush barriers with sharpened sticks thrust through them surround the grove's outer perimeter, and spears, bows, bundles of arrows and javelins have been set in strategic areas around the barrier where they can be snatched up easily and quickly by defend-

ers. An inner ring has been constructed of brush and dead wood, and within it nervous mares and year-old colts patrol while keeping watch over the foals. All of them seem worn and tired.

The PCs are brought before a council of three stallion leaders to plead their case. If they speak well and convince the leaders that they are innocent, the leaders ask their help in finding the missing herd members. The meeting lasts until nightfall no matter what is said, as the leaders must confer, have disagreements, etc. In the midst of the meeting, as the PCs are deciding what to do, a mare gallops up and fearfully reports that Lily Firelock, a small foal, has somehow wandered off. The PCs will be asked to join a patrol of three centaurs to search for the lost foal.

Shimmering Light and Death in Darkness

If the PCs have no other way to see, the centaurs provide them with phosphorescent moss. The centaurs continue the search regardless of the time and lack of light. One of the PCs comes upon signs of a foal's hoof prints in some mud where a small secondary game trail branches off from the main trail. After following it a short way, they see what looks like scintillating light in the distance. As they spy this light, the darkness is split by a shrill scream of terror from ahead. If the PCs stop to ask the centaurs what the light could be, the patrol warns them about shimmerweed and the effect it has on most creatures. If they rush off to the rescue, the centaurs assume the PCs know what they are doing and follow quickly, but more cautiously.

The shimmerweed patch lies to the left side of the game trail in a small open glade.

Shimmerweed (14): Int Non; AL Nil; AC 8; MV Nil; HD 1 hit point; THAC0 Not applicable; #AT Nil; Dmg Nil; SA Confusion; SZ T (6" to 18" tall); ML Fearless (20); XP 35 each.

This wildflower is totally inoffensive, but its crystalline parts catch and refract moonlight, creating a brilliant, dazzling display. All creatures who gaze upon it in this state are affected by a confusion spell (as if cast by a 10th-level red-robed wizard). Each plant affects one Hit Die of creatures; a patch with 20 plants would affect up to 20 HD worth. Sudden bright light (such as that from a *continual light* spell) shatters them into fine dust. Give any magic-using characters a chance to recall some facts about the plants. Seedpods and the dust of their petals can be used for some magical craftings.

The wyndlass has settled itself across the path (to the right side), down in a large, bowl-like depression that catches and holds rain and run-off water and is usually full of deep mud even during dry spells. Lily, the young foal, stepped right into the wyndlass' mire while entranced by the shimmerweed and is ensnared in the quagmire. The PCs and their centaur allies must free her while keeping the wyndlass' attention directed elsewhere. The mare and the other foals have long since been consumed. Some evidence of this (a chain necklace from the mare and a toy) can be found if the area is searched after the battle.

Though not inherently evil, a wyndlass is driven by immense hunger and has been known to devour several whole horses at a time. A check on any appropriate proficiency or attribute allows PCs to remember that the oil of these creatures is valuable as a lubricant and sought by mages for magical use as well.

Wyndlass (1): Int Low; AL N; AC 3; MV 3; HD 12; hp 58; THAC0 9; #AT 11; Dmg 1-10 (x10)/1-4; SA surprise (-5 penalty to victim's roll for surprise); SZ H (20' long); ML Champion (15-16); XP 5,000.

A wyndlass looks like a giant black octopus with ten 25foot-long, barbed tentacles, three eyes, and a powerful beak. Its preferred method of hunting or fighting is to grab its victims and pull them under the quagmire in the pit it creates from the surrounding mud and its oil. It can attack two opponents at once, using five tentacles on each, but it can only bite those held in its tentacles. Wrenching free of the tentacles requires a successful bend bars/lift gates check and inflicts 1d6 points of damage per tentacle from which the victim frees himself. Those caught in the grip of the wyndlass can take no other actions to defend themselves from the attacks of the other tentacles or the beak.

The PCs have their hands full dealing with the confusion effect of the shimmerweed and trying to stay alive while fighting the wyndlass. The centaurs know how to deal with shimmerweed and can help by destroying it, thus freeing the PCs to fight the wyndlass. If the characters just cannot defeat the wyndlass and the whole party is in mortal danger, the other centaur patrols should come to the rescue.

For their assistance, the PCs are rewarded with various pieces of jewelry and gems (worth 1500 gp). A centaur accompanies the PCs back to town or to the healer, who will lend aid as needed.

Anemones, Giant (I2)

Terrain: Tropical, subtropical or temperate salt water
Total Party Levels: 54 (average 9th)
Total gp XP: 600+ gp
Monster XP: 124,000
Story XP:
Complete: 25,000 Defeat: 12,000
Retreat: 6,000
Special: See p. 79 of the *DUNGEON MASTER™ Guide.*

Set Up

- The PCs are on a diplomatic mission to the sea elves when they mistakenly pass through a school of giant anemones.

- A red-robed wizard hires the party to capture a live giant anemone for her so that she may study it.

- The PCs are passing through a small, seaside village whose inhabitants beg the "heroes" to rid them of the "plague" of giant anemones preying upon swimmers, fish, and other creatures in the area.

The Lair

A huge school of giant anemones has settled along a rock ledge partially screened by tall, waving sea grasses near the coast. Their placement on the downward sloping face of the ledge makes it difficult for any creature to approach without coming within range of at least three of them. The abundance of marine life as well as the occasional unwary swimmer has provided them with enough sustenance to make their new home more than satisfactory. They have arranged themselves in a pattern that allows them to overlap their tentacles to catch prey, making it much harder for any potential food sources to escape.

A Field of Flowers

The giant anemones look like huge purple, pink, and blue flowers set among the waving greenish-yellow sea grasses. Their translucent tentacles sway languidly with the motion of the water, and tiny puffer fish weave among them, darting away at the first sign that larger creatures are around.

The anemones are screened from sight both by the ledge drop-off and by the waving grasses above them. Beings who unknowingly swim or pass over the anemones' location will be caught off-guard by the creatures' tentacles, which strike upward or outward with the suddenness of a snake.

Giant Anemones (12): Int Animal; AL N; AC 2; MV 1/4; HD 16; hp 90 (x6) and 65 (x6); THAC0 5; #AT See below; Dmg See below; SA See below; SD See below; SZ L (10' diameter trunk); ML Steady (11); XP 12,000 each.

Anemones are mobile, plant-like creatures with ten 10- to 15-foot-long tentacles surrounding a toothless mouth that opens into a trunk cavity. An anemone attacks 1-3 times per round using 1d10 of its tentacles. Victims struck suffer 1d4 points of damage and must make a saving throw versus paralysis. Those who fail suffer an additional 1d6 points of poison damage and are paralyzed for the next 3d6 rounds. Paralyzed victims are dragged to the anemone's mouth (a process taking 1 round per victim) and inserted into its trunk cavity, which fills with acidic juices at a rate of 1' per turn. These juices cause 1d4 points of damage per round (no saving throw). A completely digested victim (digestion is complete when a victim reaches -12 or fewer hit points) cannot be raised or resurrected. While ingesting and digesting a victim, the anemone can use its other tentacles to continue attacking other opponents.

Victims trapped in the cavity may use only short, sharp weapons to hack themselves free. Such weapons do a maximum of 1 point damage per round (plus magical and strength bonuses). Thrusting and stabbing weapons used to attack the anemone have a 20% chance of striking the trapped victim as well. When a trapped victim is freed, those nearby (within 10') may be harmed by released acid.

Each tentacle can suffer 5 points of damage before it is severed. Anemones regenerate at the rate of 1 point per turn, and they always repair their tentacles first. Under certain circumstances, an anemone will pull in all of its tentacles and spew acidic juices for up to ten rounds, causing 1-4 points damage per round to those who swim into the acid.

Anemones eat all species of marine life. They also relish humanoids, especially elves and small

humans. Most sea creatures give anemones a wide berth, though manta rays and small sucker fish often swim among them as these creatures are immune to the effects of anemone tentacles.

The Approach

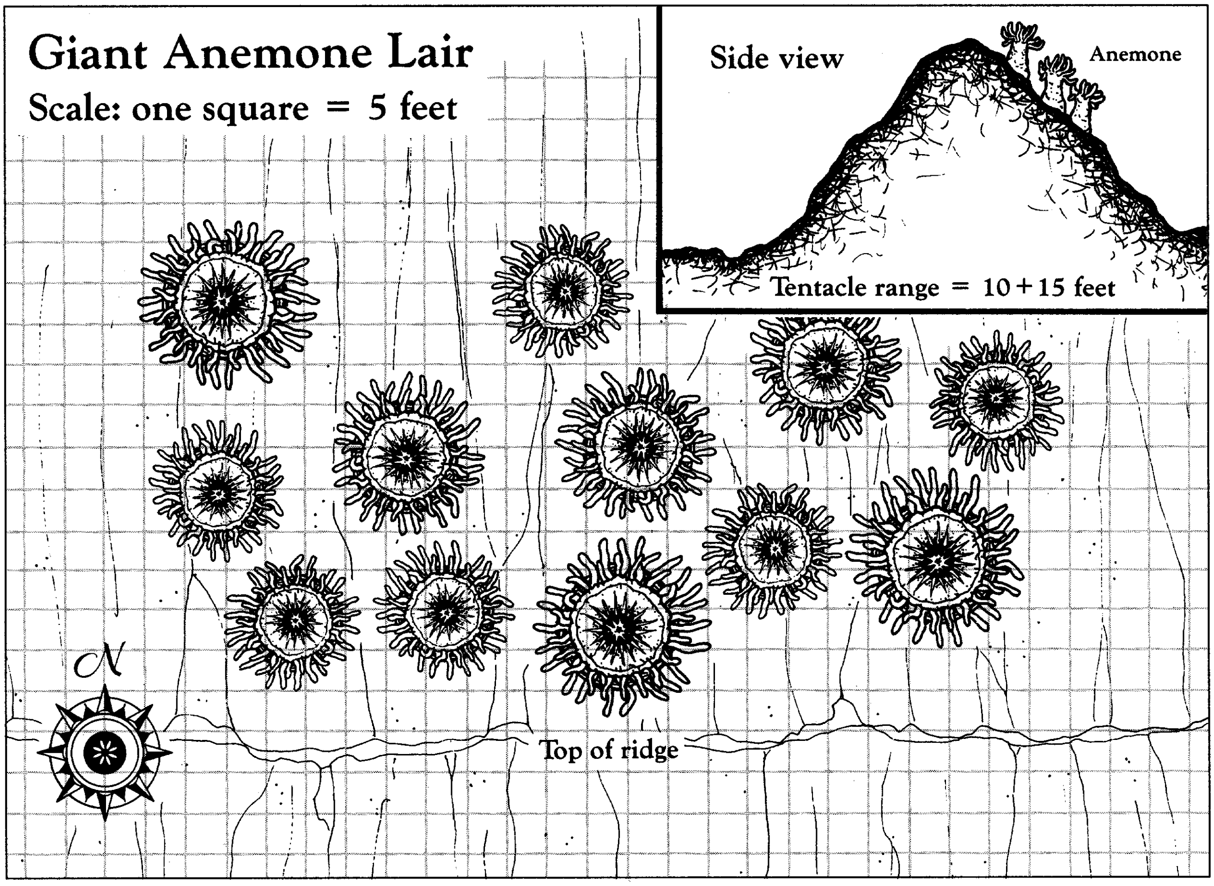
If the PCs are searching for an anemone to harvest for the wizard, they will have only vague directions to the creatures' location. If the PCs are there on behalf of the village, they will have explicit directions and warnings and will not be surprised when they come upon the school. If the PCs are envoys to the sea elves, they will have no idea the anemones even exist. The DM will have to adjudicate the encounter according to which approach is taken.

Depending on how cautious the characters are in their approach, they could run right over the edge of the school and find themselves trapped in the center of the whole patch. Even if they end up in the center, no more than three anemones should be able to reach and attack them at a time (unless the PCs have spaced themselves at least ten feet from one another). If the party is spread out, two anemones can attack each party member. If the PCs make their saving throws against paralysis, the DM should give the ones who are successful an Intelligence roll to think of swimming straight up out of range of the tentacles (unless they think of it themselves).

The Intent

The reason why the party must deal with the anemones will differ according to their approach. Obviously, if they run across them by accident and are attacked, they will fight enough of them to survive and free themselves. In this case, unless the party just enjoys fighting or feels a responsibility to wipe out a threat like the anemones, they will probably only face a few of the creatures; the DM should reduce XP accordingly.

Being hired by the village presents a different problem. They will have to wipe out the whole school. Though they can limit the effectiveness of the anemones by clever planning and placement, attrition within the party may cause some problems, since the PCs will have to finish whatever they start or risk returning later to find that the anemones they wounded are healed (or have budded and are producing new anemones), or that the school has moved to another location where



they are still a threat.

If they are there to acquire a live specimen for the wizard, they will probably try to take one of the smaller ones on the outer edge of the school. The DM will have to judge whether the PCs' plans and actions are clever enough that they can successfully acquire the first one they try to capture. They might have to battle several before taking one alive. Alternatively, the characters might succeed in taking their first choice alive only to find that it fights on with any tentacles it has left and continually spews acid every round it is able to do so.

Chopping off its tentacles is a temporary solution at best since they will grow back, most likely at an inopportune time. An anemone can regenerate 1 point of damage per turn, so in five turns it can grow another tentacle. Any it regrows will be used to attack at the first opportunity. And, unless they asked or know from prior experience, the characters may not realize that the anemones can regenerate. Therefore, they may not wish to damage their specimen, a course of action that will present them with a whole new set of problems. For example, unless they can figure out some way to ward themselves from what the captive anemone can do without removing it from the water it needs to survive, they could have more trouble than trying to fight a whole school of the creatures. Also, if the party has to stop to fight anything else and puts the anemone down, it will either attempt to slowly move away and hide or it will attack anyone within range of its tentacles.

The Rewards

Aside from whatever reward they were promised by those who hired them, the party can gain some treasure as well. If the party succeeds in killing enough of the anemones, they may search the area and look for some of the few treasures that weren't destroyed by the anemones' acidic juices. For each anemone that they kill, there is a 30% (cumulative) chance that at least one of the following can be found: a pitted and rusted box holding three small garnets (100 gp each); a green crystalline *ring of swimming,* with five rock crystals (50 gp each); a silvery dagger that has sustained massive acid damage (no value); a sealed, crystal scrollcase that holds a map or message that leads to another encounter in *DRAGONLANCE® Lairs* or to an encounter the DM has planned; a sealed bottle filled with fine, aged brandy and worth up to 50 gp from the right buyer; three small glass vials (one holds a now-useless potion of *treasure finding,* and the other two hold *holy water);* a small, circular, clear glass lens that shows signs of having been set in some sort of holder or handle (probably eaten away by acid). The glass itself is intact and is magical. It is a *lens of detection.*

Each of the items can only be found after a ten-minute search. For each extra character who is searching an area, reduce the time needed to find treasure by one minute. The PCs may discover that they are running low on air, unless they all have magical items that allow them to breathe underwater continuously.

If the party is particularly strong and has access to several potent magical items, they may find this encounter too easy. Bringing in a manta ray or a few sharks could liven up play considerably, particularly if they are introduced into play after the party has relaxed and believes the encounter is over.

The characters may run into yet another problem if they are too greedy and if they have not destroyed all the other anemones—the anemones can move, albeit slowly. If the characters spend too much time rummaging through the remains of the slain anemones, believing themselves out of range of the others' attacks, the DM could provide the PCs with a rude surprise.

While the PCs search, the DM should keep track of the time they spend, both to figure out how much treasure they can find and to judge whether the anemones have time to creep within range. Assuming that the other anemones are only a few inches to a foot out of reach when the characters start their search, the creatures could easily be within striking range with their tentacles by the time the party begins searching for their second item of treasure. The PCs should have no reason to suspect that the anemones would sneak up on them, so, unless the party posts a lookout, they will have no chance to notice that the anemones have sidled just a little bit closer. If the party has only killed two anemones, the one or two that have crept within range should make their attack. If the PCs have killed more than two, the anemones will wait until four of them are within range before attacking (as the PCs begin the search for a third magical item). The resulting ambush could be quite surprising and deadly.

BLOOD SEA IMPS (28)

Terrain: Tropical and subtropical/Ocean
Total Party Levels: 36 (average 6th)
Total gp XP: 6,688
Monster XP: 27,300
Story XP:
Complete: 17,300 Defeat: 9,150
Retreat: 4,500

SET UP

- While traveling from a port on the east coast of Ansalon, the PCs' ship is blown off course by gale force winds. They end up heading helplessly toward the maelstrom of the Blood Sea of Istar as the winds become a veritable typhoon.

- The PCs have been hired to search for the location of a powerful magical item believed lost by the wizard Raistlin Majere when he fled the *Perechon,* a ship that was sinking in the Blood Sea. They have been given the approximate location of the wreck and a magical wand, which will glow when they are near the item in question. They are near the area of the wreck when a storm arises.

- A charismatic but naive protector of a town along the east coast of Ansalon sends the PCs as emissaries to the Blood Sea minotaurs, hoping to reach an accord with the creatures and stop their predations on ships from his town. On their way, they are caught in a terrible storm.

THE LAIR

Blood Sea imps (also known as vapor imps) rise at night from their shallow lairs at the bottom of the ocean in response to severe storms. They ambush passing ships, moving aboard in mist form, flowing in through portholes or onto the deck and up the rigging, or attacking in physical form to push and rock the ship. Their attacks are accompanied by screams, cackles, and groans, and they always seek to disable the ship, then murder everyone on board.

These imps have made their home in this area of the Blood Sea of Istar for decades, gradually growing in number. They delight in tormenting ships that pass by and in collecting baubles and treasures as souvenirs of their "fun." The souvenirs have been taken to their underwater home and scattered about at random.

THE PRELIMINARIES

As the PCs' ship becomes completely entrapped in the raging storm, they will be called up on deck (if they aren't there already) to help hold lines and assist the sailors aboard in tasks that need strong hands. As they fight to keep their footing and keep from being drowned by rain or washed overboard, one or more of them will begin to hear screams and groans while others can just make out through the darkness a weird glow in the reddish waves. If they can look more closely, they will discern numerous small, impish beings with grinning, ugly red faces, blazing red eyes, clawed hands, and pointed tails. The imps will begin shoving the ship back and forth, threatening to overturn it in an already thrashing sea.

Blood Sea Imp (20): Int Very; AL CE; AC 4 or 1 (in mist form); MV 12, Fl 24 (A), Sw 6; HD 5 +3; hp 21 each; THAC0 15; #AT 1; Dmg 1-6 or 1; SD Hit only by magical weapons; MR See below; SZ T (2' tall); ML Steady (11); XP 975 each.

Blood Sea imps can freely polymorph from their mist form (a cloud of red mist with red eyes) to their physical form, that of a two-foot-tall, bright red humanoid with a protruding belly, clawed hands and feet, long ears, a huge nose, curved horns, and a mouth filled with tiny, sharp teeth. Red mist oozes from the pores of their bodies. In their mist form, they can fly, have an AC of 1, and cause 1 point of chilling damage to anyone contacting them. Those attacking them receive a further penalty of -2 to their attack rolls.

In their physical forms, they are AC 4, cannot fly, and attack with a chilling touch that causes 1-6 points of damage (no saving throw). In this form they will attempt to wreck the ship and kill all on board. If the crew, PCs or passengers try to interfere with their rampage, the imps will drag the offenders into the hold, lock them in a cabin or throw them overboard. Fortunately, the imps have a Strength of 4 and can only move a character if the total Strength points of the attacking imps exceed the character's Strength. The imps drag the character one foot per round for every point that their combined total exceeds the character's Strength.



Blood Sea imps can only be struck by magical weapons; they cannot be turned, are unaffected by *sleep, charm,* or cold-based spells, poison, or paralysis. If struck by a lightning bolt (whether natural or magical), there. is a 10% chance that the imp will generate a copy of itself, which appears in vaporous form.

Boarding Party

During the next hour, the imps will swarm aboard and begin attacking the rigging, cutting lines, and doing whatever else they can to disable the ship. If the PCs interfere, the imps will attempt to carry them below or throw them overboard. The DM should try to limit the number of imps attacking any PC to four unless the PC has already killed a few imps. Then the PC will be swarmed by six or eight of the creatures.

The screams and cackles should be continuous and very disruptive, making spellcasting even more difficult than it already is due to the pitching ship and torrential rain (a 10% chance to lose concentration or drop spell components). Similarly, keeping their footing and holding onto weapons shouldn't be very easy for the fighters in the party (10% chance of slipping or dropping a weapon). If any weapons, wands, or other physical items are dropped, there is a 30% chance that said item will fall or slide overboard. The DM should not allow a character's only magical weapon or means of defending himself to fall overboard, as it would then be impossible for that character to have any effect on the imps. If the PCs are there searching for Raistlin Majere's long-lost magical item, the DM might contrive to have one of the imps grab the party's *wand of location* and jump back into the sea with it.

The characters may find themselves having to stage a breakout from the hold if they have been dumped there. The DM should make it clear that the sailors are not able to fight off the imps without the PCs' help and that losing this fight means death. The DM will have to decide what constitutes a reasonable amount of damage to the ship before it is considered disabled. If the imps manage to inflict that much damage before being stopped or driven off, the ship will be limping through the roiling sea, listing to one side, and in danger of being swamped by the waves that crash over the sides.

After disabling the ship, the imps will turn their

attention to killing crew members. Assume that eight of the crew are 2nd-level fighters with 12 hit points and *short swords +1.* They should be able to handle enough of the imps to leave the PCs with only 15 imps to fight. If the characters defeat at least ten of the imps, the rest will flee. If the imps are routed, the PCs will notice that the storm is beginning to abate, but the ship is incapable of continuing without repairs.

Though the imps may be repelled, it looks as though another storm is on the way, and if the imps renew their attack with reinforcements, the ship will be destroyed. The captain will approach the party and beg them to go below to the imps' lair and finish them off. If the characters have no magical items that allow them to breathe underwater, the captain can offer them enough *water breathing* potions to allow them about four hours beneath the surface. It should be clear to the characters that if they don't go, the whole ship is probably doomed.

INTO THE LAIR

The imps have made their lair in a shallow cave located in an undersea ridge that rises from the ocean floor, bringing them relatively close to the surface. The characters should be able to reach the cave after swimming (or dropping, if they don't remove their armor) for about 20 minutes. Though the pressure at this depth is a little uncomfortable, it is not severe enough to cause them problems.

Besides having a way to breathe underwater, the party will need some sort of magical light source, as it is quite dark. Assuming they can see, the characters will be able to spot the cave about ten minutes after landing on the ridge and beginning a search.

If they have no light source, they will stumble upon the cave after bumbling around for about half an hour. A slight red glow comes from within and provides just enough light for them to see poorly.

The cave's ceiling is low (only 5' tall), and characters other than dwarves, kender, and small elves will have to stoop to enter and move through it. What look like waving strands of rotting sea grass are stuffed along the walls and floor, making them slippery and coating anyone who touches them with slime. The occasional gleam from within the rotten grass indicates that there are shiny objects amongst the fronds as well. The outer part of the cave is deserted. From farther back, a misty reddish vapor roils around a rock face.

The imps that fled from the ship will be here along with eight others who are currently in mist form. The original combatants will try to hold off the party long enough (one turn) for the others to assume physical form. All the imps will fight to the death (use the statistics from above).

The DM will have to keep strict track of time as any major delays will trap the party under the water with no access to more *water breathing* potions. A kind DM will remind the party that it took twenty minutes for them to swim down and will take about that long to swim back. Once the imps are defeated, the party can search the rest of the cave (a small back chamber, which looks much like the front one). Small treasures, coins, and gems are hidden throughout both rooms.

Probably the best way to search for treasure is to rush through, tearing down the grasses and shoving them into a corner. This will reveal the most treasure in the least amount of time. The characters can take whatever they find provided they do not overload themselves and make themselves too heavy to swim back to the surface. Characters who were foolish enough to wear armor to begin with will find that they cannot get back to the surface without removing it and leaving large portions of it behind.

The following treasure can be garnered from the imps' lair: 2,754 steel pieces, 1,239 gold pieces, 12 gems (two bloodstones and three carnelians worth 50 gp each, four pearls worth 100 gp each, one aquamarine worth 500 gp, and two opals worth 1,000 gp each), a gold fillet set with a clear diamond-shaped crystal (225 gp), a silver (tarnished) goblet with blue enameling (45 gp), a gold chain (broken, 275 gp), 38 blue, red, and purple marbles, a silvered vial holding a *potion of extra healing,* a weather-beaten, torn leather pouch that contains a waterlogged, ink-stained, but illegible book with a gold ring set with a cabochon-cut ruby (a *ring of shooting stars),* about thirty or forty promising, but disappointing, metallic buttons, and a sealed ceramic scrollcase containing a scroll with three spells (cleric or mage, DM's choice). If it is opened while still underwater, the scroll will be ruined. The characters can also find anything they lost overboard.

If the DM wishes, this adventure can lead into the next encounter with the Blood Sea minotaurs.

BLOOD SEA MINOTAURS(I4)

Terrain: Tropical and subtropical ocean/islands and seacoasts
Total Party Levels: 36 (average 6th)
Total gp XP: 4,475
Monster XP: 12,200
Story XP:
Complete: 8,200 Defeat: 4,350
Retreat: 2,100

SET UP

- The PCs' ship has just survived a terrible storm and an attack by Blood Sea imps (see the preceding entry). While repairs are being made, a minotaur ship is sighted.

- During a routine journey on the Blood Sea, the PCs' ship is caught in a strong storm and is driven out towards the Maelstrom. After sustaining some damage, the ship finally breaks out of the storm. While repairs are being made, an alert character notices a sturdy vessel approaching.

- The protector of a eastern coastal village hires the PCs to act as emissaries to the minotaurs. He wishes to establish trade agreements with them in order to stop their predations on his village's ships.

THE LAIR

The minotaur ship approaching the PCs' vessel is the *Invincible,* captained by Varthas, an extremely strong and intelligent minotaur officer. Though the *Invincible* is a strong ship, Varthas has ambitions to become captain of a larger ship. He firmly believes in the superiority of the minotaur race and despises weaklings. Since advancement among his peers is partially determined by the number of ships he can claim as plunder, the sight of a ship that is obviously damaged and unable to outrun or outmaneuver his vessel is most welcome.

Varthas, Minotaur Captain: Int Very; AL LE; AC 6; MV 12; HD 8 (F8); hp 73; Str 19 (+3 to hit/+7 dmg), Dex 12; Con 18; Int 14; Wis 10; Cha 11; THAC0 13; #AT 2; Dmg 2-8/1-4 (horns and bite) or 1-10 +7 (double-edged axe) or 2-8+7/1-6+8 x 2 (two broadswords); SA headbutt anyone at least 6' tall for 2-8 and bite those shorter than 6' for 1-4 damage; SZ L (7'7" tall); ML Elite (13); XP 1,400.

Minotaurs can track prey by scent with 50% accuracy over a trail up to one day old. For each extra day, this chance is reduced by 10%.

Varthas has reddish-brown fur and a jagged scar running down from his left ear to his nostril. His leather harness is decorated with insignia and medals, and he sports steel rings through his nose and both ears.

The minotaurs under his command respect and obey Varthas without question.

Blood Sea minotaurs (12): Int Very; AL LE; AC 6; MV 12; HD 6 + 3; hp 48 (x4), 33 (x 4) and 26 (x 4); THAC0 13; #AT 2; Dmg 2-8/1-4 (horns and bite) or 1-10 (x 4, double-edged axe), 1-6+3/2-8+2 (x 8, footman's flail), SA headbutt or bite; SZ L (7'-8' tall); ML Elite (13); XP 650 each. See statistics on tracking under Varthas.

Unknown to Varthas, however, is that Kragan, a small, weak-looking cleric of Sargas, the god of vengeance, has gained a position aboard the *Invincible.* Kragan secretly hates Varthas and desires his downfall.

Varthas defeated and slew Kragan's brother in the Circus (combat arena). Kragan is convinced that Varthas cheated and has sworn to avenge his brother's death. He is no match for Varthas in combat and has decided the best way to have his revenge is to let Varthas bite off more than he can chew, then withhold necessary spells when the minotaur captain needs them most; the cleric may even use his spells to destroy Varthas when the captain is near defeat. Kragan will use whatever means are available (except the capture or destruction of the ship and the rest of the crew) to see that Varthas fails and pays the ultimate penalty for his duplicity in the Circus.

Kragan, Minotaur cleric: Int Very; AL LE; AC 6; MV 12; HD 9 (P9); hp 54; Str 15; Dex 13; Con 16; Int 12; Wis 16 (+2 bonus versus mind-affecting magic); Cha 14; THAC0 13; #AT 2 or spell; Dmg 2-8/1-4 (horns and bite) or 1-6+4/2-8+4 (flail); SA head-butt or bite; SZ L (7'4" tall); ML Elite (13); XP 3,000.

Magical items: *flail* +2.

Spells for the day: *cause fear, command, curse, cure light wounds* (x 3), *chant, charm person or mammal, enthrall, hold person, know alignment (spec.), resist fire (spec.)*, slow poison, spiritual*

hammer, continual darkness, cause disease, prayer, cause serious wounds, neutralize poison, flame strike.

The spells listed as special are gained in addition to his regular spells. The one marked with an asterisk will be cast before the minotaurs' ship closes with the PCs' vessel.

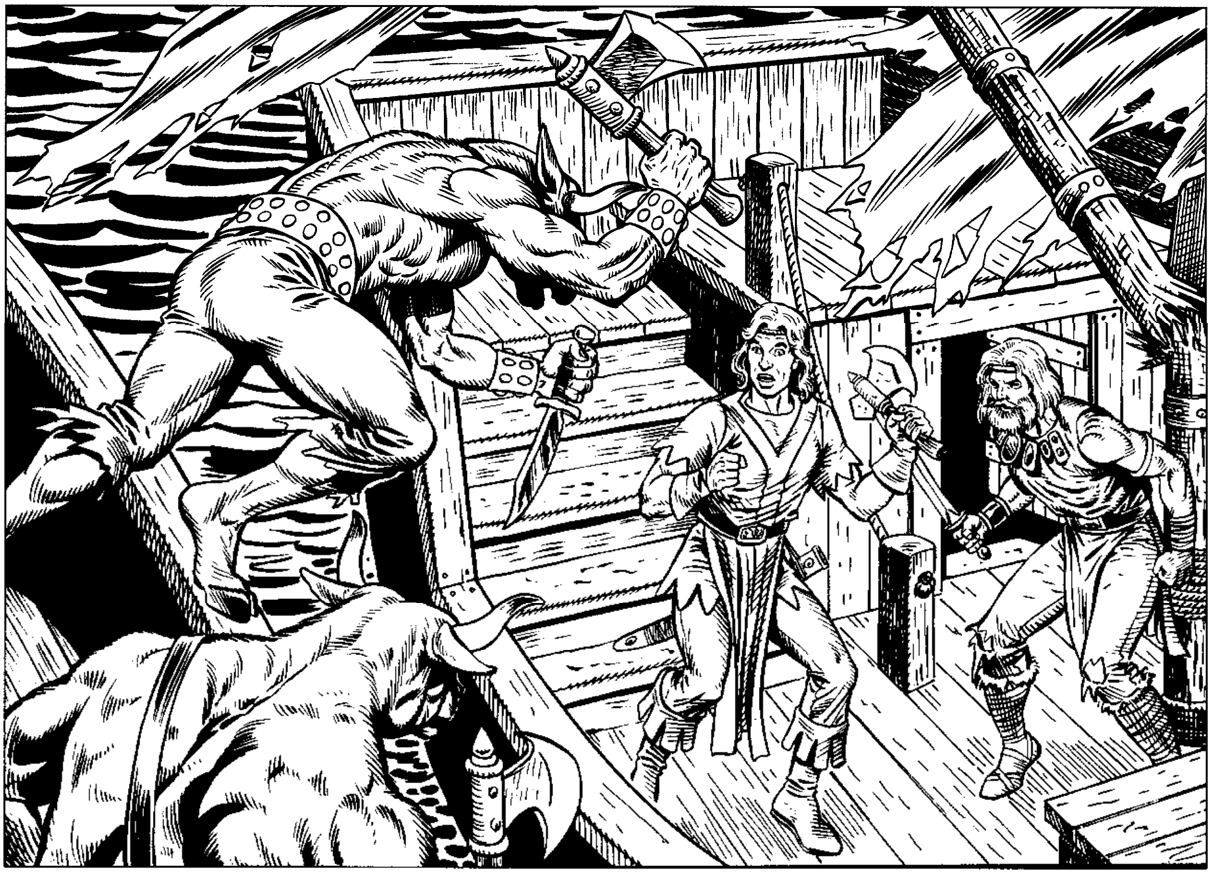
BATTLE DANCE

From the warlike stance taken by the crew aboard *The Invincible,* it should be clear to the PCs that the minotaurs have no intention of parleying. If they want to try anyway (either out of a genuine desire to fulfill a mission or to gain more time for their own crew to prepare for battle), Varthas is apparently willing to bargain. From his point of view, the puny humans are so worthless and cowardly that they intend to offer him booty just to leave them alone, and if he can get close enough to board them without coming under fire from archers, so much the better. They don't have to know that he intends to have all the spoils and kill everyone anyway.

Unless the PCs attempt to parley, Varthas will bring his ship around to attack from the best position possible, forcing the PCs' ship into a position where they would have to tack against the wind to escape him. Usually, the party's vessel would be able to outrun the minotaurs' sturdy but sluggish ship. Due to the damage suffered earlier, however, they will be unable to do so.

To simulate the opposing ships' attempts to gain a good position, roll a d20 against Varthas' seamanship proficiency of 15 and compare it against a similar roll (made by one of the players) for the PCs' captain, who has a proficiency of 13. Any PC who has a seamanship proficiency can modify the roll by +1 in the PCs' favor. If both rolls are successful, neither gains the upper hand. If the PCs' are successful and the minotaur fails, the party's ship begins to make headway toward escaping. If the minotaur succeeds and the PCs fail, Varthas has brought his ship into the position he wants.

Varthas must achieve two unopposed successes (i.e., he succeeds when the PCs fail, twice in a row) to come alongside, grapple, and board the PCs' ship. Due to the damage, the PCs' ship must achieve four unopposed successes (they succeed while Varthas fails, four times in a row) to escape. During this maneuvering, missile weapons and spells may be used by either side, though the



minotaurs aren't much for combat at a distance, and Kragan has no intention of using his spells to further Varthas' aims. Kragan will use his spells only if the *Invincible* is in serious danger of being destroyed by the opposing vessel's missile fire or spells.

BOARDED

The rest of this scenario assumes the PCs failed to escape or were caught later. If this is being run after the Blood Sea imps encounter, the DM can simply figure out who is left alive aboard the PCs' ship. Otherwise, assume that the captain and seven others are 2nd-level fighters with 12 hit points and *shortswords +1.* The rest of the crew (8 others) are 1st-level fighters with no magic weapons. There will need to be at least two people on each minotaur that the PCs don't engage in order for the crew to have any chance of survival. It is quite likely that most of the crew will not be able to withstand the minotaurs' attack.

Whenever half the crew is incapacitated or dead, the captain will throw down his sword and order the rest of the crew to surrender, hoping that the minotaurs will spare their lives. If the characters continue to fight, Kragan will shout to the other minotaurs to take them alive. Varthas will give him a strange, angry look, but won't countermand the order. If the party is able to take on and defeat all the minotaurs by themselves, they deserve their freedom and any rewards they can gather from the minotaurs' vessel. It is more likely that they will be captured at this point.

Varthas is interested in booty and glory and will let himself be persuaded to allow anyone who surrenders or who is knocked unconscious to live. Kragan will strongly urge him to take the crew and the characters back home with them as slaves. He will argue that Varthas will gain far more prestige for providing fresh, strong slaves than he could hope to receive from just another conquest and slaughter.

CAPTURED

If the characters are captured, they (along with any crew members taken) will be rendered unconscious, stripped of everything but their clothing, and stowed in the hold of the *Invincible* for the trip back to Mithas. Though they will not be restrained at first, any attempt to escape, attacks against those who bring them food, or other trouble will bring swift and brutal punishment. Though the minotaurs are not arbitrarily cruel, their justice and treatment of slaves is harsh. Anyone who participates in "causing trouble" will thereafter be confined in a small area of the hold and will be kept bound except to eat and to participate in a brief period of exercise under guard.

On the second day of their captivity, Kragan will pay a visit to the PCs. He will seem to be concerned for their injuries, using his spells to cure their wounds, and will speak with them about the "brute" of a captain who will not listen to reason. He will suggest that if Varthas were somehow removed as captain, the other minotaurs would let the characters and the crew members go and return their ship, which is currently being towed by the *Invincible.* He will also try to gain their cooperation in attempting to kill Varthas, promising to return any weapons and items they need and even agreeing to return any mages' spellbooks so the mage can learn useful spells to help in the endeavor. Where necessary, he will attempt to use *charm person or mammal* to help persuade them. If the PCs agree, he will indeed keep his side of the bargain—up to a point.

Kragan will not help them kill Varthas, he will only provide them with the means to do so. Furthermore, he will distract the crew with an obligatory service to Sargas at the other end of the ship. If the party manages to kill Varthas, Kragan will announce that the captain lost Sargas' favor by refusing to attend the service. He will appoint himself captain and free the PCs and sailors "since they have acted as the instruments of Sargas' righteous wrath."

If PCs fail, he will demand (as Sargas' representative) to interrogate them in private. Once they are in his hands, he will inflict enough punishment to make it look as though they have been tortured, then offer them another chance once they have been trained in arena combat. He will assure them of their eventual release as long as they remain silent about his part in things. The party could end up spending a considerable amount of time as gladiators in the Circus (or as common slave laborers) before winning their freedom.

If they manage to defeat Varthas, they can take his treasure, which consists of 15 gp, 12 pp, a gold torc (worth 1,300 gp), and the steel rings in his nose and ears (100 gp). If all the minotaurs are defeated, the party can gain an additional 3,000 gp worth of varied coins, six gems worth 50 gp each, and a *footman's flail +2* (Kragan's).

DEATH KNIGHT (I)

Terrain: Mountains (Ansalon)
Total Party Levels: 60 (average 10th)
Total gp XP: 5,750
Monster XP: 29,375
Story XP:
Complete: 26,975 Defeat: 10,575
Retreat: 5,275

SET UP

- If one of the characters is a knight of Solamnia, he and his companions have been asked to destroy this death knight. If there are no knights in the party, an NPC knight has heard of their reputation and contacts them to help in destroying the foul being.

- One of the PCs has acquired a powerful and intelligent magical weapon that agrees to serve the character only if the he will first rid the world of a death knight, which the weapon's last owner (now deceased) vowed to destroy. The weapon is very loyal and feels that its prior master cannot rest until his vow is fulfilled.

- The old keep in the mountains is rumored to be haunted. Other rumors tell of fabulous treasures awaiting those daring enough to brave the keep's spirits, which can be heard howling unholy songs on nights of the full moon.

THE LAIR

Before the Cataclysm, Lord Venris Stormshield had been a respected knight of Solamnia. His home, Sorgaard Keep, had served as a refuge for the people in times of trouble since its construction by his grandfather. Though he had risen quickly through the ranks of the order to become a Sword Knight of some renown, Lord Venris was both bitter and discontented.

Lacking both the physical strength and the higher connections required to advance to the ranks of the Knights of the Rose, Venris attempted to rise as high as he could within the ranks that were open to him. Once again, he found his advancement blocked. He became disillusioned with the order, then contemptuous of it.

When he found that he could no longer gain spells through meditations (his thoughts turned always to anger and feelings of being slighted and cheated), his rage overwhelmed him. Turning from the path of good, he sought out and bargained with a black-robed wizard for potions and elixirs that would increase his strength and preserve his youth. Then, having achieved half his desires, he turned his thoughts to removing those above him who stood in his way. Pouring through old tomes of forbidden and arcane lore, he and the wizard discovered a spell that promised immortality through the betrayal and ritual sacrifice of a person of extreme goodness and vitality. The Master Clerist of the time was such a person, and coincidentally occupied the very position Venris would succeed to if his rival were dead.

Concealing his intentions, and trusting the Master Clerist's fondness for music, Venris invited both that goodly man and a famous minstrel, Kelton Songsmith, to Sorgaard Keep for a holiday revel. Inviting the common folk from the area to the revel as well served as a cover for his evil plans. During one of the dances, Venris extracted a promise from the dancing commoners to await his return before going in to feast. He then lured the Master Clerist to the room of sacrifice, drugged him with a false toast, and slew him. Poisoned wine was then served to the revelers (including the minstrel, Venris' retainers, and his men-at-arms) to keep them from reporting anything of the affair. Finally, Venris slew his fellow conspirator, the wizard.

With everyone in the keep dead, Venris prepared to receive his immortality. Completing the prescribed rites himself and drinking a foul concoction, he lay down to sleep, believing he would awaken to find himself immortal and invincible. When next he opened his eyes, he found that he had indeed achieved a form of immortality, for he was now an undead creature known as a death knight, forever cut off from his former life and cursed to hear retold on every night of a full moon the story of his crimes.

SORGAARD KEEP

The keep is set back on a natural ledge and presses against the flank of Stormshield Mountain about three-quarters of the way to the top. An overgrown and broken trail, which might once have been a fine road, winds sinuously up the

mountain side, broken here and there by tumbled spurs of rock that vaguely resemble old guard posts. The castle itself has an air of forlorn neglect and somber sorrow, while both the trail and the stones of the keep are uniformly grey and slick from the drizzle of storm clouds that weep continuously upon the crown of the mountain. A smell of rot and decay lingers in the area, and the air is always chill. No matter what time the party begins their climb, it will be dark by the time they reach the castle. *Fly* and *levitation* spells are impossible due to the swirling winds; use of a *teleport* is risky because the area is unknown to the PCs.

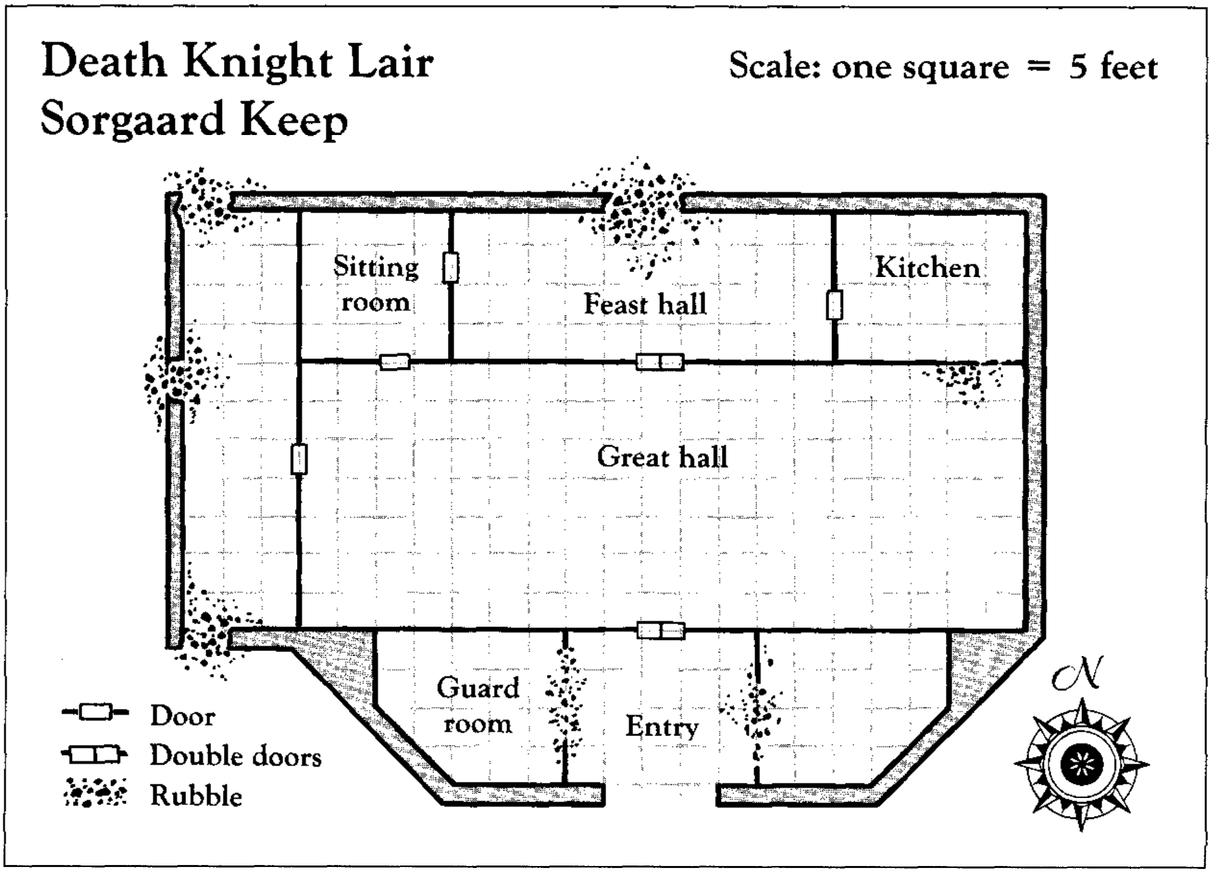
In his wanderings through the remains of his once-proud castle, Lord Venris has smashed most of the furnishings and left the great front door open, allowing the wind and weather to do their worst. It sags on its hinges, granting easy access to anyone brave or foolish enough to desire entry.

Aside from the constant drizzle and the treacherous footing, the characters should have no trouble reaching the keep or gaining entrance. The marble-floored front hall is deserted except for old leaves and sticks blown in by the wind. A chilling song can be heard mournfully emanating from farther within the keep. Because of the overcast conditions, the PCs may not be able to tell that a full moon shines above the clouds.

The Revelers

When the party opens the door into the grand ballroom, they see before them a room seemingly filled with gaily clad dancers, laughing, talking, drinking wine, and performing the steps to an intricate and old-fashioned country dance. The dancers move to a music that only they hear, and through some of their almost transparent bodies, the remains of smashed tables and chairs can be seen. As the PCs enter, some of the revelers will look hopefully in their direction and move to surround them, shrieking for the characters to join the revelry.

Spectral minion (25): Int Average; AL CE; AC 2; MV 30; HD 0 (common folk) or 1-3 (guards); hp 4 for 0 level, 8-20 for levels 1-3; THAC0 20 for levels 0 and 1, 19 for level 2, 18 for level 3; #AT 1; Dmg 1-8 (longswords) for the guards only; SA surround and drain experience unless save is made; SD +1 or better to hit; SZ M (5'-7' tall); ML Elite (13); XP 975 each.



These were the guests and guards who were poisoned and killed by Lord Venris while awaiting the feast. All promised to wait for the lord of the keep to return and lead them in to dinner. They are still waiting. If the characters can destroy Venris, one of them may claim the castle and give permission for these poor wretches to go ahead and feast, thus breaking the enchantment that has held their souls in thrall for so long.

Double doors lead into a sumptuous feast hall, now filled with broken furniture, cobwebs, and moldy stains. A smaller door leads into a private sitting room/parlor from which the mournful singing can be heard.

MUSIC OF THE NIGHT

Upon entering the parlor, the party will see the ghostly form of a well-dressed and handsome young man who is playing a harp. The spirit sings a dissonant song about the sacrifice of a trusting friend and the callous murder of numerous unsuspecting folk. He seems to be directing his dirge toward someone seated in a large, high-backed chair that faces away from the party, hiding its occupant from their view.

If the party does not interrupt at this time, the young man continues his song, recounting a horrific tale of a bloody sacrifice intended to make its perpetrator immortal and the curse the gods laid upon him for his crimes. At this point, a cold, sepulchral voice will emanate from the chair, shouting "Enough, begone! I have heard my tale yet again. Now leave me."

The singing spirit is, of course, the minstrel, Kelton Songsmith, doomed to sing of Venris' crimes until the death knight is destroyed forever. The other occupant of the room is Lord Venris himself.

Lord Venris Stormshield, death knight: Int Genius; AL CE; AC 0; MV 12; HD 9 (d10); hp 72; THAC0 11; #AT 1 with +3 bonus (18/00 str); Dmg 2-8+10/2-16+10 (two-handed *sword +4* and Strength); SA See below; SD See below; MR 75% (see below); SZ M (6'5"); ML Fanatic (17); XP 5,000.

As a death knight, Venris constantly generates *fear, 5' radius,* can cast *detect magic, detect invisibility,* and *wall of ice* at will, and can cast *dispel magic* twice per day. Once per day, he can use one of the following power words: *blind, kill,* or *stun.* In addition, once per day he can cast either *symbol of fear* or *symbol of pain* as well as a 20HD *fireball.* All function at the 20th level. He cannot be turned and controls undead like a 6th-level evil priest. If an 11 or lower is rolled on his magic resistance, any spell cast against him is reflected back at the caster. He fights honorably and will not surrender. Venris wears the armor of a Knight of the Sword, but it appears red, as though covered in blood.

If there is a knight of Solamnia or a mage with the party, Venris will direct his first attacks toward them. He still feels as though he has been cheated, and he hates these symbols of his failure and downfall. Otherwise, he will challenge the party's strongest fighter to single combat. The party is free, of course, to decline or counter him in any way. If the PCs fail to fight honorably, however, he will use a *wall of ice* to divide them, if possible. Mages will be subject to his *dispel magic* spell to rid them of protections and items for a round while he attacks. If he judges that the characters may be a serious threat to him, he will cast his *fireball* on as many as he can (at a safe distance, of course).

He still has the overwhelming desire to live forever and to prove his worth. His arrogance will lead him to any lengths to survive and triumph, but may be used against him as well if the party is smart enough to encourage him to tell them his story rather than fighting them. He feels a great need to justify himself. They might use this to gain the upper hand or get in position to attack him with less risk to themselves.

AFTERMATH

If the PCs win, they may explore the accessible part of the keep. Most of the structure has been blocked off, and the rooms that remain hold mostly rubble. The DM is free to add details to each room as needed, and if the DM wishes to continue the scenario, the map can be expanded and new encounters generated. Some treasure can be found, most of it in the old dining area and grand ballroom: 12 silver goblets with gold rims (350 gp set), 4 gold platters (100 gp each), an ancient, tarnished silver chalice set with tiny rubies (3,000 gp) but crusted with dried blood, a gold signet ring engraved with the symbols of office of the Master Clerist (2,000 gp from the order), and a *two-handed sword +4.*

Disir (18)

Terrain: Subterranean (Taladas)
Total Party Levels: 18 (average 3rd)
Total gp XP: 6,800
Monster XP: 29,375
Story XP:
Complete: 26,975 Defeat: 10,575
Retreat: 5,275

Set Up

- The characters are hired to act as guards for a group of miners. Several miners have disappeared and the rest are afraid to go back to work without guards to protect them.

- A white-robed wizard hires the PCs to rid him of the vermin who have moved into an area under his stronghold that he plans to use as a laboratory. He will explain that it is located several miles beneath the surface so no experiment gone awry can harm anyone. In actuality, he is an evil mage and this underground area houses his treasure room. Disir have moved into the area, making it dangerous for him to reach his valuables. He intends to use the party as a decoy to draw the disir off while he safely fetches his treasure.

- The PCs hear rumors of a treasure storeroom left untouched—and unguarded—when a mysterious plague wiped out a small dwarven enclave nearby.

The Lair

Several miles beneath the surface, a tribe of disir has moved into a new home. Their new lair is a small cave complex linked by a series of tunnels. Three larger caves lead into and protect a smaller cave, which they are using as an incubator hall since it contains a bubbling hot spring at one end. The disir make their homes in the other three caves and send out small groups to raid and gather food.

The Mines

If the PCs are hired to protect the miners, they will begin the scenario at the place on the map marked A. After making their way down a main tunnel from the surface, they will have arrived at the part of the mine where they are needed. In this case, the mine is fully operational, with 3d8 miners digging ore in the various small side caves and along the main tunnel. Any of them will be able to indicate the part of the mine where all the trouble has occurred (the section marked A1).

PCs checking that area can find evidence of what happened to the missing miners. In some of the softer stone of the area, a long scratch can be found gouged into the wall at about eye level on a human. Whatever made the scratch must have long, sharp claws. Near the mark are some rusty-looking stains, which the PCs can identify as dried blood. If they follow the stains, they will be heading for the disir lair. As they track the blood, they will suddenly be attacked by a group of disir waiting around a bend in the tunnel.

Disir (4): Int Highly; AL LE; AC 3; MV 12; HD 5; hp 20; THAC0 15; #AT 3; Dmg 2-8/2-8/2-12 (claw/claw/bite); SA Pain; SD Fire resistance; SZ M (6'-7" tall); ML 15, XP 975 each.

Slime covered and disgusting, with an aura of stench and decay, the disir have a fanatical hatred for anything that might be a neighbor. All their attacks are poisonous due to the jelly that drips off them (causing intense pain to those it touches). Those struck by the disir must roll a saving throw versus poison at the end of the round, with a -1 penalty for each claw that hit and a -2 penalty if the bite was successful (all are cumulative).

If the save is failed, the poison generates a burning fire at the wound site with pain so intense it gradually numbs and paralyzes the victim (a process taking 1d4+1 rounds). Each round until paralyzed the victim takes a cumulative -1 penalty to his THAC0. The poison has a duration of 1d4 turns. The jelly also provides some protection from fire, giving the disir a +4 bonus to their saving throw and subtracting 1 point of damage per die from fire-based attacks. They will eat any meat they kill or find.

If the DM is not using the set up with the miners, this area can be either a long-deserted mine or part of a scorned dwarf complex that was overrun by the disir. Alternatively, it could be as described, including the fact that some miners are missing, and be a further complication for the wizard (who is currently unaware of the miners). Though it is intended that this area be an iron

mine, it is possible to make it a gemstone mine instead or even a gold or silver mine, depending on its placement in Taladas.

DWARFHOME

Area B was the temporary home of a small enclave of scorned dwarves. They did not bother to do much to enhance the caves since they knew they would soon be moving on. The arrival of the disir in the neighborhood prompted them to leave even sooner than they intended. The dwarves saw no point in engaging an enemy that outnumbered them to defend an area they didn't want anyway.

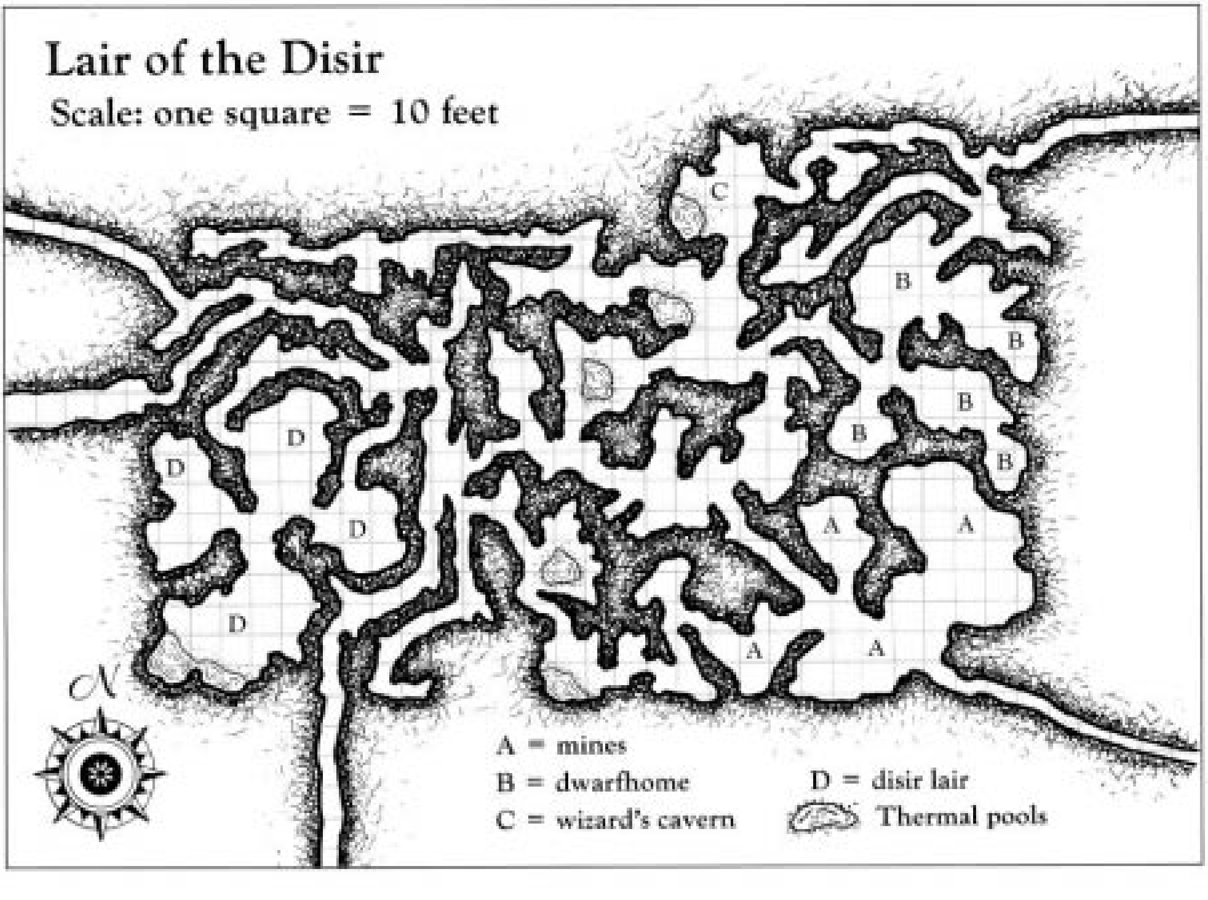
Consequently, though the caves are mostly unworked and deserted, there is an occasional reminder of the former inhabitants. A piece of scrap metal can be found in one area, a broken tool in another, and some dried, hard rations in a third. Nowhere is there the fabled treasure room that was rumored to exist. (Actually there is one, but it belongs to the wizard and is located elsewhere.)

If the characters came in search of treasure, they will be disappointed. They will also be attacked by a group of disir who are scouting the area and searching for food. The disir are much more at home in the area than the characters. They are also highly intelligent and will seek to give themselves the advantage by smashing light sources (such as lanterns) or knocking away torches or items with *continual light* on them. They will also wait around corners and attack by surprise, if possible.

THE WIZARD'S COMPLEX

Running down from the short, squat tower the wizard Zagreyan Luorn calls home is a serpentine tunnel, which winds through rock caverns and fissures. Occasional gouts of steam hint that there are thermal pools below. Zagreyan followed the natural course of the path down until he came to an area that was both remote and secure (marked C). There he constructed a secret treasure room for himself, working into the walls various compounds that prevent anyone from using *dimension door* or *teleport* to enter or leave the area.

He further created an ingenious time lock for the opening, utilizing the properties of one of the thermal pools in the cavern. Once every twelve hours, the pool's water level subsides enough to



uncover the opening to Zagreyan's hidden hoard. The door can be opened and the room beyond entered for a one hour period. After that, the water level rises sufficiently to cover the lower edge of the doorway, allowing the excess to spill into the room.

The hot water scalds anyone caught in it for 2d6 points of damage per round. When closed, the compounds Zagreyan worked into the door cause it to seal shut, keeping out the water. Remaining in the room after the water level rises is only a temporary option, however, as the chamber is only large enough to hold air for four people for about three hours (leaving nine hours of airlessness before it is once again safe to open the door into the pool).

Zagreyan will give the party a false map designed to take them into disir territory rather than to his treasure room. He will ask them to note on the map any areas that seem particularly suited as a laboratory. Once they are on their way, Zagreyan will wait half an hour, then follow them down until they turn toward the disir. He will then sneak off to his treasure room, which will be accessible in about twenty minutes. Once there, he will attempt to move as much of the important and valuable treasure out as he can and escape back into his tower with it.

He hopes that the disir will take the offering he is sending them (since he suspects that the PCs are no match for the disir) and leave him alone, or that the PCs will somehow manage to defeat the disir. He does not really care which, since he is only interested in removing his treasure from its hiding place. If they seem capable and manage to kill the disir they meet, Zagreyan is willing to pay the characters to clean out the rest. (He reasons that either the disir will be busy with the PCs and he will have time to fetch the rest of his property or that the PCs will kill all the disir, making it possible for him to once again utilize his hiding place.)

If the PCs successfully deflect the attentions of at least one group of disir, the wizard will pay them 150 gp each. If they clean out the lair, he will gladly pay the party a total of 1800 gp as long as none of them discovers his secret. If they stumble across his treasure room, he will do everything in his power to make certain they cannot rob him or tell anyone else about it. Though he will initially pass it off as his "storage room" and will commend the party on their expertise, he will be waiting for the opportunity to kill them.

If the PCs do manage to find their way into the cavern where his treasure room is located, a successful find traps roll or detect secret doors roll will allow the characters to notice the oddly shaped "doorway" down inside one of the thermal pools there.

Zagreyan Luorn, mage: AL NE; AC 6; MV 12; HD 7 (W7); hp 22; Str 12, Dex 16, Con 10, Int 17, Wis 11, Cha 12; THAC0 18; #AT 1; Dmg 1-6 (staff) or by spell; SZ M (5'8"); ML 13; XP 3,500.

Spells memorized: *detect magic, hypnotism, sleep, unseen servant, improved phantasmal force, invisibility, scare, summon swarm, spectral force, vampiric touch, enervation.* (These spells have been updated to conform with 2nd Edition rules and not all will be found in the *DRAGONLANCE® Adventures* book). There is no effect from the waxing or waning moons at this time.

Short and slender, with the epicanthic folds along his eyes, high cheekbones, and thick, black hair (all of which betray his Uigen tribal background), Zagreyan Luorn has made his own way in the world, forswearing his nomadic heritage. He wears a *ring of protection +2* and has a *potion of extra healing,* which he will use as intelligently as possible.

The treasure room contains the following: an ancient spellbook (DM's choice of a few obscure spells a PC mage has been wanting), a golden *ring of bovine control* (erroneously reputed to be a *ring of minotaur control),* a *potion of Istar's truth* (see p. 91 of *DRAGONLANCE Adventures),* jewelry including rings, brooches, armbands, and collars (total worth 4,200 gp), mixed coinage worth 1,100 gp and thirty gems worth 50 gp each.

If the PCs were not hired by Zagreyan Luorn, they might encounter him when dealing with the disir in some other capacity. He will assume they have come to steal his treasure and will smile, greet them, take stock of how capable they look, use *detect magic* to discover what magical items they have, then attack when he has a decided advantage.

DRACONIANS, BOZAK (8)

Terrain: Temperate Forest
Total Party Levels: 24 (average 4th)
Total gp XP: 2,050
Monster XP: 12,500
Story XP:
Complete: 6,025 Defeat: 4,050
Retreat: 2,000

SET UP

- A friend or relative of one or more of the characters is overdue for a meeting at the inn where the PCs are currently staying. Inquiries reveal that the overdue person entered a secluded forest a couple of days' travel away, but never came out as far as anyone knows.

- While staying overnight in the inn of a small village, the characters are suddenly awakened by the sound of screams and fighting outside their window. By the time they can get up to see what is happening, the perpetrators of a raid on the village are fleeing back into the forest with several captives. The PCs can give chase, but will lose the kidnappers in the dark forest. When morning light reveals a trail, they can be hired to rescue those taken.

- Night is falling as the characters find a tiny village (only four huts) in the secluded forest through which they are passing. Rain and storm threaten, and the shelter might be welcome.

THE LAIR

Eight bozak draconians have constructed a forest hideaway for themselves. Four small, wooden huts have been erected in an open glade, which is lightly screened from the main track through the forest by some briars and low trees. Two draconians live in each hut. The proximity of this site to the main forest track allows them to prey upon travelers and facilitates raids on nearby towns.

Except for the most obvious trail to their huts, the draconians have laced all approaches to their encampment with pit traps and snares. They have no trouble negotiating these traps since they know where they are set and can fly over them at need. However, anyone who approaches the huts from any direction except the main trail has a 50% chance (1-50 on d100) to fall into a pit trap (for 1d6 falling damage), and another 25% chance (51-75 on d100) of stepping into a snare trap and being hoisted into the air by one leg. A successful find traps roll allows any such traps/snares to be found.

In another glade nearby, the bozaks have built a shrine to Takhisis. This is a dragon-like figure constructed of twigs, wood, and small gemstones. It rests on an elevated platform of wood and charred bones, and the ground around it has been blackened and burned. The draconians have outdone themselves with their idol, building wooden wings covered with vines and leaves; other vines are affixed to the wings that, when pulled, move the wings back and forth.

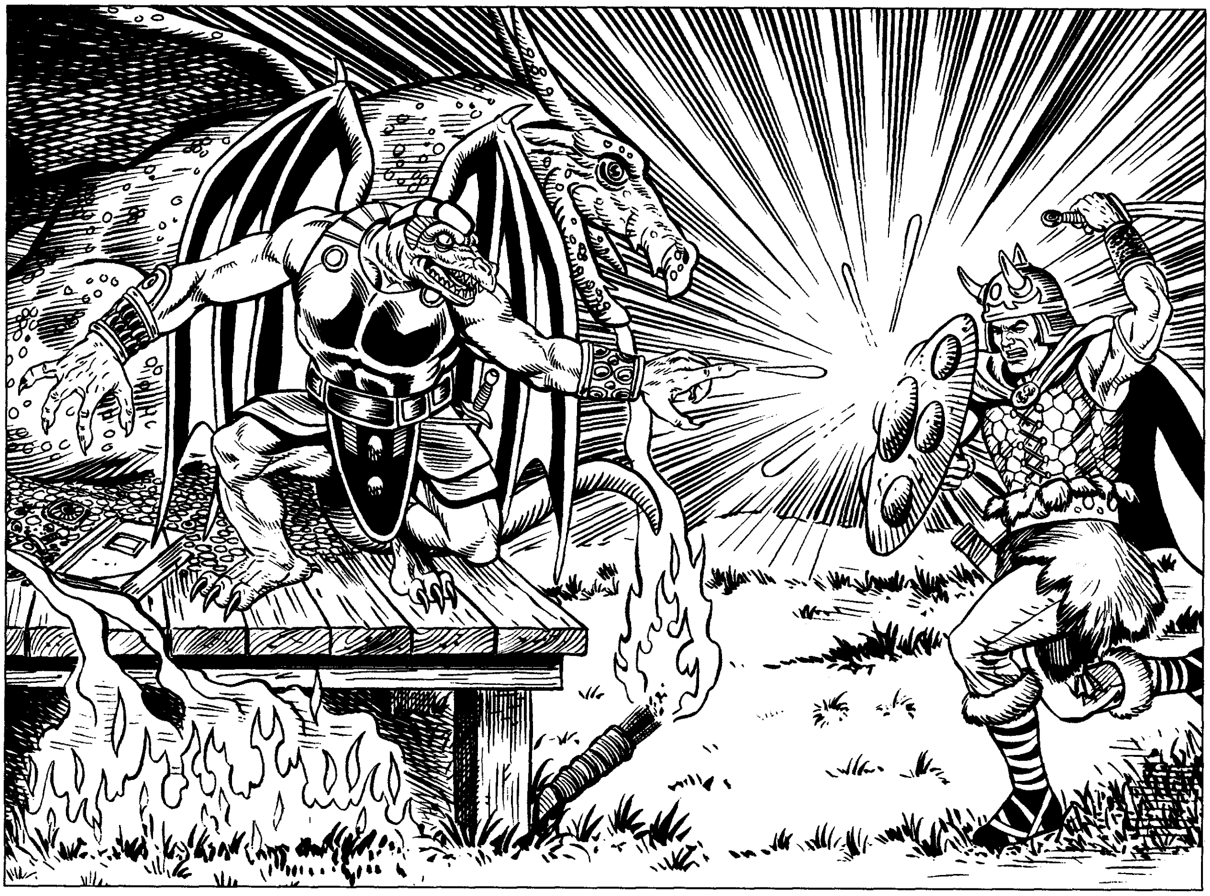
WHERE THE WILD THINGS ARE

Bozhrek, the leader of this band, is determined to make a special sacrifice to Takhisis. If a friend or relative of the characters is missing, he or she has been captured and is being held along with 1d4 others until the proper time for the sacrifice. If villagers were captured, 1d6 people will have been taken and are being held. If the PCs are just passing through, they will stumble upon the draconians' huts and be ambushed—but not killed; they will become the feature attraction at the ritual sacrifice later that night.

Half of the bozaks' captives are bound and gagged in one of the huts. Four bozaks guard them while three guard the other captives and oversee their preparation of the shrine for the sacrifice. One draconian keeps watch over the trail (under cover of an *invisibility* spell) and will cut back through the forest to warn his comrades if anyone approaches.

AMBUSH

Whether looking for people or coming upon the draconian lair by accident, the PCs will be ambushed. Their approach has already been reported by the invisible draconian lookout, and the four in camp have arranged a welcome for the PCs. Three of the bozaks have cast *invisibility* on themselves and are hidden along the safe path to the huts. The lookout has stationed himself farther along the track where he can see the PCs turn



onto the path leading to the huts. Once they have done so, he will sneak up behind them, wait until one of his fellows engages the characters, then cast one magic missile each at two of those in the back of the party (or at obvious spellcasters, if such are visible). The fourth draconian will run to the other glade to warn the rest of the band about the characters.

The draconians will attack to subdue or employ minimum force when using spells since they want to capture the PCs; the more captives they can sacrifice to Takhisis, the better. They will not, however, allow themselves to be killed just to subdue PCs. If the party is tough and is beating them, the bozaks will use their spells to kill or incapacitate as many PCs as possible.

Bozak draconians (4): Int Highly; AL LE; AC 2; MV 6, Run 15, Glide 18, FL 6 (E); HD 4; hp 18; THAC0 17; #AT 2 or 1; Dmg 1-4/1-4 or by weapon (shortsword 1-6/1-8 or longbow arrows 1-6); SA spells; SD +2 bonus to saves; MR 20%; SZ M (6'+ tall); ML Elite (13); XP 1,400 each.

Bozak can make two claw attacks or one claw and a bite attack per round. They cast spells as 4th-level wizards and prefer to use *burning hands, enlarge, magic missile, shocking grasp, invisibility, levitate, stinking cloud,* and *web.* When a bozak reaches zero hit points, its flesh shrivels and crumbles from its bones. The next round the bones explode, doing 1d6 points of damage to all within ten feet (no saving throw).

If the characters try to sneak up on the huts rather than traveling along the path, the draconians will be happy to let them set off as many traps as they stumble into, since this will make the job of capturing the PCs much easier. If the characters defeat the draconians at the huts, they can free any prisoners held there (there should be at least one). Anyone who is liberated can tell the characters that there are other prisoners and more draconians nearby and that they have overheard discussions about a "sacrifice" that is supposed to occur later that night. The defeated draconians have no treasure, and there is none in the huts.

THE DRAGON SHRINE

Behind the huts the PCs will find a trail leading toward the other glade. Under draconian supervision, the less threatening prisoners were forced to tie new leaves and vines in place on the idol and shore up any crumbling bones along the

platform. Any obvious weapons, spell components, or other interesting possessions (such as jewelry or gems) were taken from the captives and placed on the dragon idol. If the PCs are taken prisoner, half of them will do the work on the altar. They may try whispering together to make plans for escape, and any of them with thief abilities may make attempts to recover some of their smaller items (daggers, wands, etc.). The rest of the PCs will be held in the huts until time for the sacrifice. These PCs may also be able to make plans or affect an escape.

If the PCs are not prisoners, they will smell smoke and see flickering light ahead as they approach the glade. If the characters want to make their way through the forest rather than staying on the track, they should be able to do so. They will not be ambushed or meet any resistance.

Once they reach the glade, they can see the dragon idol on its platform. Directly in front of the idol sits a huge pile of brambles, twigs, and sticks. Tied atop this pyre is one of the prisoners the bozaks intend to sacrifice. (It is strongly recommended that this NOT be one of the PCs, if any have been captured, since this prevents that character from doing anything to affect the scene.) Other prisoners are tied to stakes set into the ground nearby. Torches have been lit around the glade, and a trail of straw has been laid from one of them to the pyre. It will take about five minutes for the torch to burn down and ignite the straw.

Unless they wish to see the prisoner burned alive, at least some of the characters must step into the open and attempt a rescue. When they do, the three draconians, who are levitating among the trees nearby, will open fire with their bows, then glide down into the glade and engage in melee with the PCs. (These bozaks use the same stats as those above.) Their leader, Bozhrek, is hidden atop the dragon idol and will cast *stinking cloud* on any PCs who bypass the initial attack and rush to the defense of the victim on the pyre.

Bozhrek, bozak draconian leader: as other bozaks except he has 27 hit points and a *short-sword +2.*

Bozhrek has the following spells: *burning hands, magic missile (x 2), invisibility,* and *stinking cloud.* He has already used his *invisibility* spell. He prefers to fight from a distance, using his spells to their best advantage, then using his bow. If anyone manages to harm him with a spell or moves to engage in melee with him, he will drop the bow, pull out his sword, flap his wings, and charge that individual, hoping to throw the character off-balance with this sudden charging attack. Though he would prefer prisoners, one or two will suffice, and he will attempt to kill those who are obviously warriors or mages.

Prisoners who are tied to the stake awaiting their turn to be sacrificed can escape their bonds and help the party. If any PCs are prisoners, they will find that the ropes have been knotted rather loosely; the characters can wriggle out of them after a minute or two of effort. Weapons that were taken from them are piled at the feet of the dragon idol and can be snatched up and used within a round or two (DM's discretion). Other prisoners will be zero-level humans, but they will attempt to help as well.

Torches can be used as weapons, doing 1d4 damage (with a 50% chance to set flammable materials alight). Because of the nature of the melee, there is a 25% chance that one of the torches will be knocked over during the fight. In any case, the torch near the pyre will burn down and set the straw alight five rounds after the PCs arrive on the scene. It will take two more rounds for the burning straw to light the pyre. If PCs do nothing to extinguish the burning straw, and if there are other prisoners, one of them will manage to sweep away the straw with one round to spare.

Finale

The DM should make certain that one of the torches near the idol's platform falls over and burns almost unnoticed as a background to the battle. If the PCs don't attempt to burn the idol (and Bozhrek) by flinging a torch atop it, the flames from the fallen torch will reach the idol in ten rounds, at which time it will burst into flame. Anyone atop it will take 2d6 points of fire damage (save for half damage). Items on the platform with the idol must save versus normal fire or be destroyed. Any draconians still fighting need to make a morale check (at a -2 penalty) or flee from their goddess' "displeasure."

Assuming everything is not burned, the following treasure can be found: 35 gems (50 gp each), three pieces of jewelry (100 gp each), and a *dagger +2.*

DRACONIAN, AURAK (I)

Terrain: Temperate Hills
Total Party Levels: 54 (average 9th)
Total gp XP: 6,867
Monster XP: 22,500
Story XP:
Complete: 21,750 Defeat: 11,250
Retreat: 5,050

SET UP

- An NPC friend traveling with the PCs tells them he or she has an ancient map that shows the location of an old stronghold that was supposed to have been a treasury. It is surprisingly close to their current location, and the NPC wants the PCs to help find it.

- A pretty young woman begs the party to help her locate her intended husband, who wandered off from town a few days ago into the nearby hills. She thinks he may have been heading for an old ruin nearby.

- While traveling through the hills, the PCs meet a young huntress. After greeting them and talking for a short while, she asks their assistance in locating her little brother, whom she believes foolishly sneaked off to explore some old ruins nearby.

THE LAIR

The old hill fort, which was once used as a deterrent to bandits and raiders, has long been deserted. Fleeing the defeat of the Dragonarmies, a small group of sivak draconians led by an aurak commander stumbled upon it and made it their new home. However, though the sivaks might be content with waylaying the occasional traveler, the aurak has a greater appetite for destruction and torment. Gaudreg, the Mighty, as he dubs himself, has commanded the sivaks to repair part of the fort and make it defensible. He has also demanded that they broaden their hunting range in order to bring him more victims; he has outlined a cunning plan for them to follow to accomplish this.

Accordingly, one of the sivaks (named Sikrav) uses its shapechanging ability to take the form of its victim, generally assuming a form that is nonthreatening to other potential victims. The sivak then lures people to the fort where they are captured, robbed, and killed. This plan has served the band well, enriching them and providing them with several victims, whose suffering they have enjoyed. The sivaks are quite contented, but Gaudreg has become more and more demanding and sometimes insists on a refinement to the basic plan.

Whenever Gaudreg is feeling particularly devious and nasty, he commands Sikrav catch someone from a group alone, kill the person, and take his or her place. Then, in the guise of a friend, the sivak convinces the rest of the group to seek out the fort. Gaudreg insists that single victims are no longer sufficient—only groups of victims can provide the band with enough entertainment to make it worth their while.

Therefore, whoever it may appear to be, the person who actually approaches the party in any particular *Set Up* above is actually Sikrav. Since sivak draconians exude an odor like hot metal and smoke, Sikrav prefers to disguise himself as female if at all possible so he can wear perfume.

NIGHT CAMP

After following their guide for a day's journey through the rising hills, the characters will see the ruins of an old fort. Unless the party is insistent upon exploring the ruins by night, Sikrav will suggest that they make camp and wait until morning to approach the fort, claiming that it is supposed to be haunted. If allowed to stand watch alone at some point during the night, Sikrav will sneak off to let the other draconians know that a group of victims is on the way.

If the party is too suspicious to let him take one of the watches alone, Sikrav will wait until about an hour into the watch, then exclaim, "What was that? I'll check. Wake the others if there's any trouble," and will duck into the shelter of nearby bushes and tall grasses.

Once hidden from view, Sikrav will drink a *potion of invisibility,* quickly fly to the fort, and report in. He will briefly announce, "They are here," to the guard on duty and fly back. A few minutes later, he will emerge from hiding and say, "It was nothing. Just a false alarm. Say, isn't it someone else's turn to take the watch now?"

Sikrav, sivak draconian: Int Highly; AL NE; AC 1; MV 6, Run 15, Glide 18, FL 24 (C); HD 6; hp 30; THAC0 15; #AT 3 or 1; Dmg 1-6/1-6/2-12 (claw/claw/ tail) or 1-8/1-12 (longsword); SD +2 bonus to saves; MR 20%; SZ L (9' tall); ML Elite (14); XP 2,000.

When a sivak reaches zero hit points, it assumes the appearance of its slayer (if its slayer is a humanoid of equal or smaller size). If its slayer is larger or not humanoid, the sivak bursts into flame, causing 2d4 damage to all within ten feet (no saving throw). When sivaks kill a humanoid their size or smaller, they may shapechange to their victim's form and remain so until resuming their own form.

Whenever he receives the signal from Sikrav, Gaudreg will prepare to make life interesting for the characters. He will wait for two hours (or less, if it is near dawn), become invisible, travel to the PCs' campsite, and cast a *lightning bolt* at whoever is on guard. Though his attack will make him visible, Gaudreg knows the bright flash from the *lightning bolt* will blind the guard for the round it takes to use a *dimension door* to escape. Gaudreg will then resume his invisibility and watch his victims scurry about trying to figure out what happened. If there are any obvious spellcasters with the party, Gaudreg will make certain he is not only invisible, but hidden by bushes and grasses as well.

If there is sufficient time left before dawn, Gaudreg will wait until the camp has settled somewhat, then *polymorph* himself into a giant stag and spring through the center of the camp, trampling supplies and sleepers alike. After causing a little confusion, the "stag" will bound off into the undergrowth and become invisible again. Though this is not intended to cause damage, Gaudreg intends to spook the party by his sudden appearance and to make them believe, if possible, that something is chasing him. By staying up the rest of the night to guard against whatever might be pursuing the stag, the PCs should be tired and slowed by their lack of sleep when they enter the fort the next morning.

Gaudreg, aurak draconian: Int Highly; AL LE; AC 0; MV 15; HD 8; hp 48; THAC0 13; #AT 2 or 1; Dmg 3-10 (x 2) or spell; SA Spells and breath; SD +4 bonus to saves; MR 30%; SZ M (7' tall); ML Champion (15); XP 6,000.

Aurak draconians have several special abilities. Among them are: *invisibility* (at will), *polymorph self* and *change self* for 2d6+6 rounds (each usable three times per day), 60' *infravision, detect hidden and invisible creatures* within 40', see through all illusions, and use *dimension door* up to 60 yards three times per day.

Attack forms include an energy blast from each hand for 1d8+2 points of damage, exhaling a noxious sulfur cloud for 2d10 points of damage and blindness, or using a claws and fangs attack for 1-4/1-4/1-6 points of damage. They may cast two 1st- to 4th-level wizard spells once per day; their preferred spells are *enlarge, shocking grasp, ESP, stinking cloud, blink, lightning bolt, fire shield,* and *wall of fire.* Once per day, they can use *mind control* on one creature for 2d6 rounds. Concentrating for one turn allows an aurak to use *suggestion.* At zero hit points, it surrounds itself with green flame and enters a fighting frenzy; at -20 it becomes a spinning ball of lightning, which explodes three rounds later.

Auraks have an almost compulsive need to kill, and experience the agony of their victims as an almost physical pleasure. Gaudreg has gone one step further—he delights in tormenting his victims mentally as well, toying with their circumstances, minds, and emotions before physically destroying them.

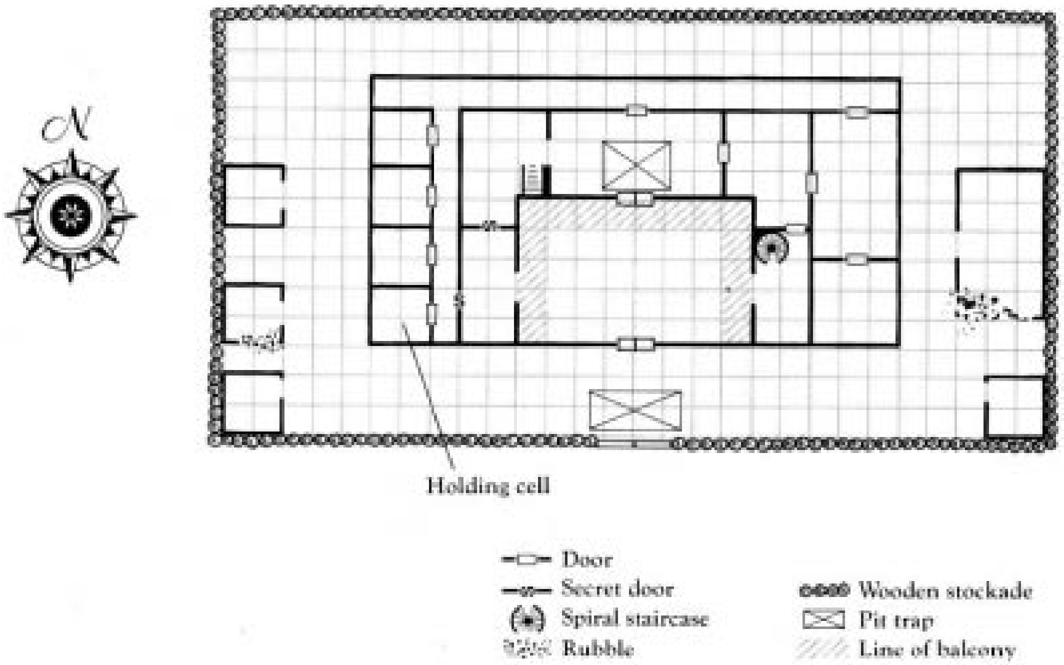
The Old Fort

The fort is little more than a ruined main building surrounded by small, crumbling outbuildings and a rickety wooden wall set with guard towers. Gaudreg has had the walkway at the top of the fence repaired so that a lookout can keep guard and report anyone approaching. Once the lookout has reported in, no guards are left on the perimeter. The rest of the band is summoned and all the sivaks take up assigned positions designed to harry the visitors. The main gate, though shut, is not locked. There is a pit trap behind the gate that spans the entry way. It is easily avoided by the draconians since sivaks can fly and auraks can employ *dimension door.* It is only ten feet deep, but is lined with wooden spikes. Anyone falling in will take normal falling damage and 1d4 points of damage from each spike they hit. Roll 1d4 to see how many spikes make contact. (The draconians are basically lazy and didn't place them very close together.) A successful find traps roll or spell will enable characters to notice the pit and avoid it by jumping across an 8' gap.

Once inside the wall, the PCs can see that only the main building is in good enough repair to be used; the rest will likely collapse if entered. There is only one apparent entry to the main building,

Aurak Draconian Map: Hill Fort

Scale: one square = 5 feet



though a successful find secret doors roll will allow characters to spot the secret exit in the back. The front door is not trapped, but has been locked to delay the party while the draconians get to their hiding places. The lock is so old and outdated that anyone trying an open locks roll may do so with a 25% bonus.

The door swings inward to reveal a central chamber lined on three sides with balconies. There are open doors in the south and north ends of the room and a large, closed door straight across from the entrance to the west. A sivak is behind each of the side doors. When the party enters, they will each make a small noise and pull a humanoid-shaped dummy strung on a rope pulley across the open doorway to attract the PCs' attention. If any PCs move either way to investigate or attack, the draconian will slam and lock the door. Those characters left in the center of the hall will be attacked (roll for surprise) by four other draconians (in teams of two) that rise up from concealment on the balcony, fly out over the party, scoop up one or more PCs in nets they carry between them, and fly off to the balcony with their captives. There is no access to the balcony from the main room. PCs will have to unlock one of the doors unless they can use *fly* or *levitate* to reach the balcony.

Sivak draconians (6): use Sikrav's statistics.

Meanwhile, the captives will be taken to a holding cell, rendered unconscious, and stripped of useful items. Sikrav will attempt to get the remaining party members to follow him through the west door, running at moderate speed. Anyone doing so trips the pit trap there and falls twenty feet (causing 1d4 points of damage) as Sikrav glides across it. The bottom ten feet is filled with water (swimming and armor rules apply).

Once the party is separated or some are captured, the Sivaks will attack the remaining PCs by ganging up on them in pairs. Sikrav will also attack. Gaudreg will alternate between his two *stinking cloud* spells, *mind control,* and *change self* to cause as much confusion as possible. If the party is captured, they may try escape, but their plan must be very good to succeed. If they defeat the draconians and search the fort, the party will find a total of 6,500 gp worth of gems, jewelry, and baubles, 367 gp, 3 potions *(invisibility, healing* and *vitality),* and a *ring of protection +3.*

Dragon, Red (I)

Terrain: Mountains
Total Party Levels: 48 (average 8th)
Total gp XP: 15,150
Monster XP: 15,528
Story XP:
Complete: 14,550 Defeat: 7,245
Retreat: 3,025

Set Up

- The party has been hired by the silver dragon, Caerdwynn Silvercloud, to recover a priceless tapestry she wove as a birthday present for her father. It showed her father and his rider (a young knight of Solamnia) defeating a red dragon named Flameheart. Caerdwynn believes Flameheart took the tapestry to destroy it. (See the "Silver Dragon" lair entry on page 31 for the complete background of this *Set Up.)*

- As the characters enter a village in the valley beneath a high mountain, they are greeted with cheers. People follow them down the street, laughing and calling to others, "Look! Look!" Children hand them bouquets of flowers. Men stop work to approach and shake their hands or clap them on the back. The village elder or mayor approaches and says, "This way. The best rooms in the inn are reserved for you. Thank you, thank you for your help." He then turns to the crowd that has gathered and says, "Yes, my friends, our troubles are at an end. The dragonslayers are here!" Everyone cheers lustily.

- While camped for the night in a mountainous area, a sound like the flapping of great sheets is heard overhead. A moment later, one of the party's horses screams in terror as a giant claw closes around it and it is taken away. (This could also happen to an important NPC traveling with the party.) If a horse was taken, a backpack or other item containing something of vital importance to the party should also be missing, hooked by the dragon's claw and taken by accident. The PCs can vaguely make out the form of a dragon flying away toward the top of the mountain.

The Lair

High atop the soaring mountain known as the Widowscrag is the cave complex that serves as a home for an old red dragon named Flameheart. During the War of the Lance, he served in the Red Dragonarmy as the steed for an obnoxious highlord named Grevel Blacklance. Flameheart and his highlord were defeated by a young Knight of the Sword named Feran Trueblood and his silver dragon steed, an old male named Silverwing. Terribly wounded in that engagement, Flameheart plummeted to the ground, killing the highlord and almost crippling himself. After limping away to lick his wounds and heal, Flameheart swore that he would punish Silverwing and his rider for what they had done to him.

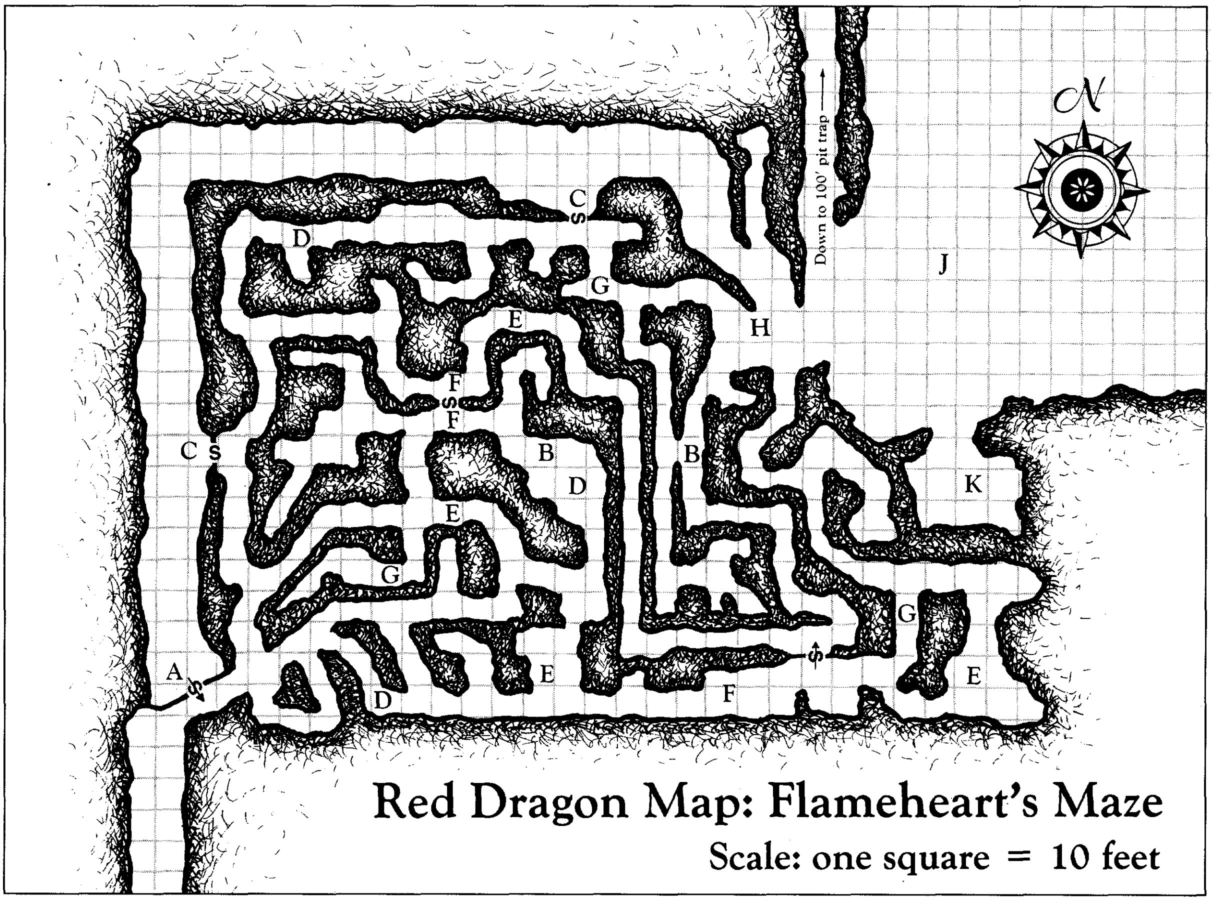
Flameheart retreated to Widowscrag Mountain and made a lair for himself there. Terrorizing the village in the valley below, he began feeding off of their livestock and demanding treasure and maidens as sacrifices. Whenever his demands were not met, he swept through the countryside setting fields, houses, and barns ablaze. He perfected a swooping maneuver to steal horses or people encroaching on his territory.

Then he learned that Silverwing's daughter, Caerdwynn Silvercloud, was living nearby. Spying on her wasn't very hard, as she habitually changed to another form and moved among the humans and humanoids of the area. Flameheart used a *charm person* spell on one of the maidens sacrificed to him and sent her to spy on Caerdwynn and find out what she was doing.

When he heard she was weaving a special tapestry for her father's birthday, he became intrigued. After sneaking into her castle the first time, he learned the subject of the tapestry's design. First he was furious and almost tore it to shreds. Then he formed a plan. He would wait until the tapestry was finished, then steal it and leave signs that he was the culprit. Caerdwynn would come after him to recover it, of course. He would then capture her and bargain with Silverwing and his puny knight for her release. Naturally, if Flameheart agreed to let Caerdwynn go, it would cost Silverwing a great deal—perhaps even his life.

The old red wyrm didn't count on the party.

Flameheart, old red dragon: Int Exceptional; AL CE; AC -7; MV 9, Fl 30 (C), Jp 3; HD 16; hp 86; THAC0 7 (combat modifier +3 attack and dam-



Red Dragon Map: Flameheart's Maze
Scale: one square = 10 feet

age); #AT 3 + special; Dmg 1-10/1-10/3-30 (3d10) (claw/claw/bite); SA Special; SD Variable; MR 45%; SZ G (120' long with a 110' long tail); ML Fanatic (17-18); XP 15,000.

Flameheart speaks common in addition to his other languages. He is immune to fire, his fiery breath weapon inflicts 16d10 + 8 points of damage (save for half damage), and he can *affect normal fires* and do *pyrotechnics* three times per day each, as well as cast *heat metal* and *suggestion* once per day. He can also cast the following spells once per day: *charm person, magic missile, invisibility, scare, vampiric touch.* He has all other normal dragon abilities as well. His proudest possessions are a *wand of polymorph* (10 charges left), which he uses on himself to assume human form or on others to turn them into bugs, and a scroll of *protection from cold,* which he has been saving in case someone uses magical cold against him.

If the characters have become involved with the encounter through either the second or third *Set Up* above, they probably won't be able to figure out a lot of what is happening, but they will still be able to go through the maze of traps Flameheart has constructed and try to recover maidens, NPCs, or whatever important thing was taken from them. In that case, the DM may wish to bring in Caerdwynn, Silverwing and/or Feran Trueblood at the end to claim the tapestry and tell them their story, which should clear up some of what Flameheart may say to them during the scenario. A kindly DM might even let these three arrive in the nick-of-time to save a party that has done well, but has been stymied by bad dice rolls.

The Entry

The entry to Flameheart's lair is a large cavern near the top of Widowscrag Mountain. The musky, reptilian smell in the place is almost overwhelming, and skeletal remains lie scattered about. Near the back, a huge path winds downward into darkness. As the PCs approach the path, four figures jump out at them from hidden niches, screeching and brandishing swords. They attack. The four figures are some of the maidens Flameheart has charmed and told to guard him from intruders.

Maidens (4): Int Average; AL N to NG; AC 9; MV 12; HD 0; hp 3; THAC0 20; #AT 1; Dmg 1-4 (the swords are heavy and they are not accustomed to using them properly); SZ M; ML Unsteady (6); XP 7 each.

After the initial attack, the characters will realize they are being attacked by a group of young

women wearing rags and clumsily brandishing swords. The PCs can easily disarm them. If released from the *charm* spell, the women can tell the party where their chamber is (area K on the map), where their food and water are kept, and where “Lord Flameheart” goes to revel in his treasure. This last area is the place where Flameheart plans to trap Caerdwynn. He calls it his maze of terror.

THE MAZE OF TERROR

Following the path deeper into the mountain, the PCs will find themselves entering a tunnel that gets smaller and tighter until it is only about six-and-one-half feet high and seven feet wide. Passing under an arched opening, they will find themselves at the entrance to a maze carved of stone (at area A in the south corner of the “Flameheart’s Maze” map). Originally intended to force Caerdwynn to assume her human form to traverse it, the maze serves equally well to confine the PCs.

The stone ceiling rests only inches above the walls, making flight impossible. Several secret doors allow Flameheart to attack (in human form himself unless found in area H or J) and disappear, catching the party off guard. Flameheart’s knowledge of the maze will allow him to set up effective ambushes for the party. There are several types of traps, all designed to wear down those moving through the maze. Flameheart hoped that the accumulated damage would render Caerdwynn unable to withstand him when he made his bid to capture her.

Constructed by two dwarves Flameheart captured, the maze features some cleverly made one-way doors and stone traps that reduce any find traps rolls by a 25% penalty (unless using a *find traps* spell). After all, the traps were intended to fool a dragon!

The following organization of the maze allows the DM to either randomly generate the severity of the traps or to specifically decide how difficult each trap should be. If the PCs are taking too much damage to survive the maze due to bad luck with die rolls, this organization also allows the DM to minimize damage on some traps to give the PCs a fighting chance.

Areas marked A: One-way secret doors that cannot be opened from the “wrong” side.

Areas marked B: Simple, concealed pit traps that inflict nothing more than normal falling damage. Roll 1d4 to find the depth of each (in tens of feet; 1=10’, 2=20’, etc.).

Areas marked C: Normal secret doors.

Areas marked D: Acid trap. This is a concealed pit trap that is filled with 10’ of acid. It delivers 1/4 normal falling damage plus 1d8 points of acid damage per round spent in the acid. Items carried or worn must save versus acid.

Areas marked E: Spear/dart/arrow trap. When someone steps on a pressure plate in the floor, a spear, dart, or arrow will be launched from spring-loaded hiding places on either side of the wall. The weapon will not hit the person who stepped on the pressure plate, but will hit the next two ranks of people. Roll 1d3 to see which type of weapon is encountered, 1d4 to see how many hit each person, and the appropriate damage for each (spears or arrows 1-6, darts 1-2). If darts are used, they are poisoned. Roll 1d4 to determine poison type (on a 1-2, it is type D; on a 3-4, it is type 0).

Areas marked F: Encounters with Flameheart. These consist of Flameheart popping out through doors or around corners, using his wand or casting a spell, saying something like, “Which of you is Caerdwynn?” or “So, she’s too cowardly to come herself, eh?” or “The tapestry will be destroyed now!” Once he figures out the PCs are on their own, he’ll change tactics to try to capture one or more of them and force the others to surrender, thinking he can send a message to Caerdwynn telling her of his captives and bidding her to give herself up or find mutilated corpses littering her mountain.

Areas marked G: Stonework traps. Roll 1d4. On a 1-2, a block falls from the ceiling doing 2d8 points of damage to the one beneath it. On a 3-4, a pit trap opens and drops whoever is on it down a slide and into a holding cell 100’ below. The stone “lid” immediately slides back in place.

Area H: Dragon breath surprise. Flameheart will wait for the PCs in this area if the characters prove clever or are winning. When they turn the corner (from either the nearest area G or area B), Flameheart will breathe fire at them, counting on the stone wall to help the flames turn the corner and catch those who aren’t in sight. This is only partly effective, granting those so sheltered a +4 bonus to their saving throw and reducing damage to 1/4 (if their saving throw is successful) or 1/2 (if their saving throw fails).

Area J: Treasure hoard. The tapestry is here along with 6,600 steel pieces, 30 miscellaneous gems (100 gp each), 1 ruby (3,000 gp), 5 pieces of jewelry worth 2,550 gp total, a *longsword +1/+3 vs evil dragons, bracers of defense AC 4,* a footman’s dragonlance, and a black gemstone that casts *darkness 15’ radius* once per day. Flameheart will not allow anyone to take the tapestry if he can help it.

Area K: Prison cells.

DRAGON, SILVER (I)

Terrain: Mountains
Total Party Levels: 48 (average 8th)
Total gp XP: 10,000
Monster XP: 7,500
Story XP:
Complete: 5,400 Defeat: 2,400
Retreat: 950

SET UP

- As they relax in an inn, the PCs see a beautiful Silvanesti elf enter shyly and look around at the patrons. When she spies the PCs, she hesitates then approaches them and asks if they might help her.

- While traveling through mountainous territory, the party hears a loud "snap" followed by a cry of distress. Upon investigating, the characters find a beautiful Silvanesti elf hanging upside down from a hunter's snare. Though obviously embarrassed, she looks at the PCs pleadingly.

- As they prepare to camp for the night in mountainous territory, the characters notice a slender spire rising from a delicate, pale-gray castle. Light shines from within the spire and the setting sun dusts the structure with rosy shadows. The PCs hear a clear, lovely female voice singing sadly nearby. If they look for the singer, they find a beautiful Silvanesti elf. Her sad face lights up when she sees them, and she asks them if they can help her.

THE LAIR

Caerdwynn Silvercloud appears to be a lovely, female Silvanesti elf. She is just over five feet tall, slender and graceful, with alabaster skin, long blue-black hair, and silvery blue eyes. She usually dresses in gray, pale blue, or white, and has an air of fragility and sweetness about her. She is soft spoken and shy, yet shows her pleasure in meeting new people through her radiant smile and easy laugh.

Caerdwynn is actually a mature, adult silver dragon. She lives in Cloudrest Castle, a delicate structure of pale blue and gray stone, which is not visible from the valley below since it is often obscured by clouds, mist, and fog. Even when viewed from nearby, the castle wavers between being visible and fading into the mists and surrounding mountainside. From this vantage, she oversees the region, protecting its inhabitants from marauders and encroaching monsters. She often assumes human or elven form and visits the village nearby to mingle with the people and to hear the latest news.

Wounded quite severely in the War of the Lance, Caerdwynn chose to retire to this remote castle rather than the Isle of the Dragons or the dragon's City in the Sky. Here she looks after her chosen few people and spends most of her time constructing works of art.

Caerdwynn Silvercloud, mature adult silver dragon: Int Exceptional; AL LG; AC -6; MV 9, Fl 30 (C), Jp 3; HD 17; hp 78; THAC0 3 (includes +7 combat modifier); #AT 3 + special; Dmg 1-8/1-8/5-30 (5d6); SA See below; SD Variable; MR 35%; SZ G (77' long with a 33' tail); ML Fanatic (17-18); XP 12,000.

Caerdwynn can communicate with any intelligent creature, is immune to cold, can *polymorph self* three times per day, and can *cloud walk.* She can also cast *feather fall* twice per day, *wall of fog* once per day, *control winds* three times per day, and *control weather* once per day.

Her two breath weapons are paralyzation gas (save or be paralyzed for 1d8+7 minutes) and a cone of cold (14d10+7 points of damage, save for half damage). She is also able to cast the following spells once per day: friends, read magic, improved *phantasmal force,* magic *mouth, hold person,* and *dispel magic.*

However the party ends up meeting her, she has been watching them and intends to find out if they are good people. If they pass her tests, she has a special mission she would like them to undertake. She is willing to pay the characters for their time and effort. If the PCs don't agree to help her in the inn, don't rescue her from the snare, or refuse to enter the castle, she will show some distress and plaintively inquire if they really are adventurers. If they seriously don't want to help, close out the scenario and save it for a different group of heroes.

Caerdwynn will not show her true nature to the PCs. If asked or accused of being a dragon, she will smile and say, "What a notion!", then change the subject.

She is friendly to every race. If PCs comment on the usual aloofness or conceit evinced by most Silvanesti, she will say that it is unfair to condemn an entire race for the follies of a few.

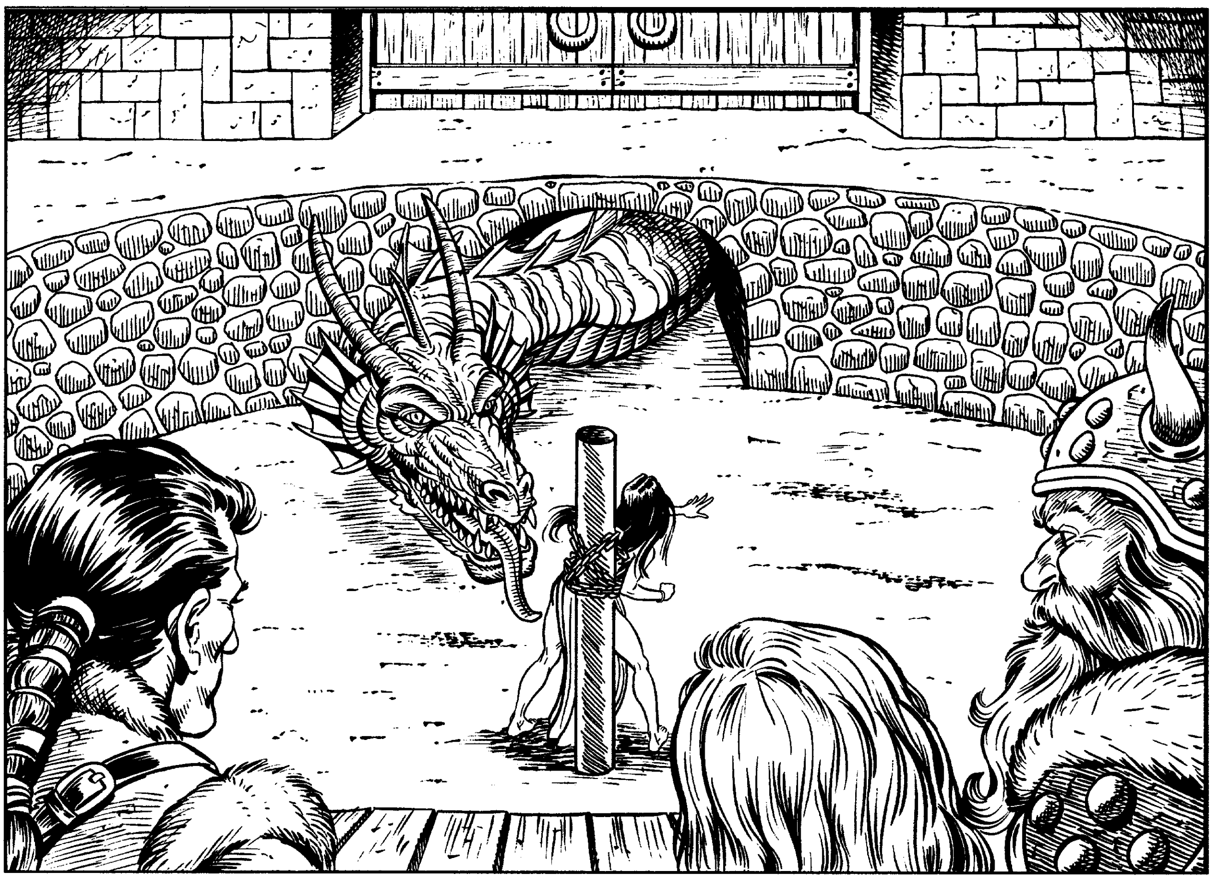
If the characters agree to help her, she will tell them that the task she wishes them to perform is quite difficult and dangerous. She will tell them that her younger sister, Nelwynn, is being held prisoner in Cloudrest Castle; she would like to hire the PCs to rescue her sister. If they are not already near the castle, she will take them there. She will tell them that she doesn't know what sort of guardians may be in the castle, but she feels she isn't strong enough to face them. If the PCs met her on the mountain and ask her why she was singing right on the doorstep of the castle, she will tell them she had given up hope and had sat down to be captured by those that held her sister imprisoned.

This is not the true mission she has in mind, but a test of the party's abilities, intelligence, and courage. She feels that if they cannot complete the test, they are probably not strong enough or experienced enough to face the opponent she wants them to overcome. Because she really *does* care what might happen to them, she has decided that misleading them about the nature of what she is asking them to do is a lesser evil than sending them to their deaths because her choice of heroes was poor.

Into The Dragon's Den

If the characters agree to attempt the rescue, Caerdwynn will pretend to hide nearby and wait for them, claiming she has no adventuring skills. Once the party has managed to get inside the castle, she will go to the secret entrance nearby and let herself in so she can set up her test. The party will be unable to find any entrance other than the front door since the castle is built into the rock face of the mountain.

The PCs' first obstacle is the door. It is a massive slab of gray rock. Though unlocked, it will take a combined strength of 26 to open it. Leading into the castle from the front door is an entrance hall that opens into an enormous great hall. In the center of the great hall, where shafts of sunlight or moonlight can illuminate it from small windows above, is a vast treasure pile. A musky, reptilian odor permeates the hall. Hangings and tapestries cover the walls. Several of the tapestries depict



dragons in flight or scenes of snowy mountains and cloudy skies. Another huge door, directly across from the entry door seems to be the only other exit.

The hoard contains the following: 12,230 stl, 1,360 gp, 11,087 sp, 112 gems (8 x 1,000 gp, 10 x 500 gp, 20 x 100 gp, 35 x 50 gp, 39 x 10 gp), 10 pieces of jewelry worth 5,775 gp total, six ornate, but non-magical swords, a complete suit of Solamnic armor for a Knight of the Sword, a *shield +2,* a silver tea service (120 gp), a *staff +1,* an ivory map case (40 gp) with a scroll (mage or cleric, any 2 spells, DM's choice) and a map or scrap of information that can lead the characters to one of the other entries in *DRAGONLANCE® Lairs,* and a set of *Nolzur's Marvelous Pigments.*

Around the perimeter of her hoard, Silvercloud has cast several *magic mouth* spells, which are ordered to speak whenever anyone but the dragon herself comes within range. They say, "Who dares intrude on the domain of the mighty one? Begone lest you awaken the mighty one's wrath!"

No one will appear if the PCs set off the spells or even if they take anything from the pile of treasure. After a moment, however, they will hear a scream from further within, followed by the roaring of a dragon. If they do not approach the pile and seem intent on continuing straight through, the scream and roar will occur as they open the door into the next room. As with the front door, this door is huge and requires a combined strength of 26 to open.

Illusionary Threat

Upon opening the door, the characters will witness a horrifying scene. Before them, the floor slopes down into a pit, forming an arena-like area. Chained to a post in the center of this area is a young Silvanesti elf whose resemblance to Caerdwynn is unmistakable. She twists and turns, but cannot free herself from the chains that bind her.

Facing her (and the party), is an open archway that gives access to an area underneath the opposite side of the arena. Filling the archway is the head of a white dragon. The rest of the dragon's body is too large to fit through the opening, but the size of a huge door across the room from the PCs and above the archway indicates that the dragon may have another way in, and it may just be teasing its captive. As it starts to roar again, it spots the party and begins inhaling noisily.

Any character who has encountered a dragon before or heard tales of them will know that the dragon is preparing to use its breath weapon. It should be obvious that the elven woman and all of the party are within range. This is the crux of the test for the party. They must take some action to try to deflect the dragon from its purpose and also take steps to free the captive (or shield her from the dragon's icy breath somehow).

Any reasonable plan to accomplish both goals will succeed. Even if some of the party members race forward to distract the dragon and make it breathe only on them (self-sacrifice to save the rest of the party and the prisoner), Caerdwynn will consider this to be acceptable, as it shows good tendencies. The "sister" is Caerdwynn in disguise.

The dragon's head is only an illusion. Even if it breathes on characters and they think they take damage, it is all illusionary. When Caerdwynn is freed or someone notices something funny about the dragon, the test is over, and Caerdwynn will reveal herself. If the party took anything from her hoard but performed well in the rescue, Caerdwynn will be disappointed in them but will forgive them and will ask them for their help with her real problem. She will award them the magical items in her hoard for their troubles. If they didn't perform well in the rescue, Caerdwynn will magically confiscate any treasure they took and return it to her hoard, then send the characters on their way.

The real reason Caerdwynn needs the PCs to help her is this: While she was gone last week, someone stole a priceless tapestry that she wove and which she intended to present to her father, Silverwing, for his upcoming birthday. The tapestry depicts Silverwing with his rider, Feran Trueblood, defeating a despicable red dragon known as Flameheart and his dragon highlord during the War of the Lance. Caerdwynn had even borrowed Feran's armor to get the tapestry's details just right. She believes that Flameheart heard of the work and stole it, probably to destroy it. She will pay the PCs 10,000 steel pieces to recover the tapestry. If they agree to this quest, go to the "Red Dragon" lair entry, page 28. If, for any reason, the PCs kill Caerdwynn, Silverwing, with Feran Trueblood, will hunt them down and destroy them.

DREAMWRAITHS (188)

Terrain: Mountains
Total Party Levels: 48 (average 8)
Total gp XP: 6,440
Monster XP: 287,000
Story XP:
Complete: 55,000 Defeat: 30,000
Retreat: 15,000

SET UP

- The PCs find a map that shows the former abode of Genalin, a wizardress of the white robes who was known for manufacturing *potions of heroism* and *super heroism.* According to the map, the formulas for these potions still lie in the ruins of Genalin's castle.

- There are reports of a strange castle in the mountains. Sometimes it's there, sometimes it's not. This phantom castle is said be a gate into the past.

- The PCs hear tales of an ancient crone who sits next to a mysterious cave in the mountains. Many people who talk to her feel compelled to enter the cave—and are never seen again. People who resist the temptation to talk to her sink into black despair.

BACKGROUND FOR THE DM

Centuries ago, Genalin was a successful adventurer and alchemist until she fell prey to a vampire and became one herself. After many decades of servitude to the vampire who created her, Genalin won her freedom and returned to her own castle.

Years later, a party of adventurers led by Sauveur, a knight of Solamnia, attacked Genalin's lair. The vampire's servants slew most of Sauveur's party, but the knight finally trapped Genalin in her coffin and drove a stake through her heart. He intended to finish the job by severing the vampire's head and stuffing it with holy wafers, but he was taken in by Genalin's beauty and paused to gaze at her for awhile. The delay allowed Genalin's remaining servant, a vampire named Andrus, to surprise and slay Sauveur. Seeing his chance for freedom, Andrus did not remove the stake. He shunned Sauveur's box of holy wafers and fled.

Genalin lay in her coffin for years afterward, and her castle finally collapsed into rubble, leaving only an ivy-covered heap of debris and a cave-like hole where her coffin lies.

Genalin has been helpless and tormented, but not quite dead, ever since. As (originally) a good being, Genalin longs for a final release from her undead status. As a powerful vampire, Genalin also longs to be free once again to feed on the living. This conflict has given rise to a dreamscape, which the PCs are about to enter.

THE LAIR

The ruins of Genalin's castle lie high on a remote mountainside. As a high-level wizard of the white robes, Genalin valued her privacy; as a vampire and renegade wizard, Genalin needed an isolated retreat to hatch her schemes.

When the PCs locate the castle, they find only a nondescript mound of rubble covered with vines. They can barely see the mouth of a small, dark cavity underneath the leaves. Before they can explore the ruins, a throaty cackle startles the PCs.

An old crone wearing a tattered purple dress and an dingy white cloak is seated on a flat rock behind them. She wasn't there a moment before. A golden crown studded with gems adorns her head. Dusty tangles of graying brown hair conceal most of the crown.

The crone is a dreamwraith version of Genalin. She points a claw-like finger at the party and cackles again, then speaks: "Out for adventure, young ones? You'll find perils and riches a-plenty beyond, that's for certain!" She raises her arm to point at the ruins and shouts, "Now behold!"

The pile of rubble has been transformed into a decaying castle with a drawbridge and a broken tower. (Characters who were watching the ruins instead of the crone see the rubble shimmer and turn misty during the speech. The castle is entirely materialized by the time the crone shouts.) The drawbridge is down, but the courtyard beyond is shrouded in mist—no details are visible.

The crone urges the PCs to enter: "Go on!" she says insistently. "Are you not heroes and heroines? Enter and do good or do ill. Ha ha! You can't tell one from another, can you?"

If the PCs ask questions about the castle—or about anything else—the crone merely continues



to urge the party to enter the castle. If the PCs attack, the crone fights back. Each round, she makes one melee attack and uses her *charm* gaze on one PC. If the *charm* succeeds, she orders the PC into the castle. Even if the PCs don't attack, the crone will use her *charm* gaze if they don't enter the castle soon after her speech is done. If the PCs try to retreat, the crone recites a tragic poem about a young woman beset by evil. This is her *despair* attack (see *MONSTROUS COMPENDIUM® DRAGONLANCE® Appendix).* If "killed" the crone vanishes in a puff of purple smoke.

Genalin (dreamwraith vampire): Int Genius; AL CE; AC 3; MV 12, Fl 18 (C); HD 8; hp 36; THAC0 13; #AT 1; Dmg 1-10; SA -1 bonus to initiative rolls, gaze causes *charm,* tell hopeless tales to inflict despair; SD +1 or better weapon to hit; SZ M (5' tall); ML 14; XP 2,000.

Inside The Castle

Characters who enter the castle disappear into the mist and cannot be seen from outside the castle even by *detect invisibility, true sight,* or other magical means. However, the character can shout and still be heard by those outside the castle.

Inside, the character finds a moonlit courtyard with a waxing Solinari in the "sky" above. The castle itself is a dream construct and is illusory. The castle's dream nature has several effects:

1. None of the PCs' Alteration magic works within the castle's outer walls. This includes both spells and magical items (including potions such as *diminution* and *gaseous form).* The castle's dream denizens can use Alteration magic normally.
2. Except where indicated, the dream creatures within the castle can be disbelieved according to the procedures listed in the dreamwraith entry in the *MONSTROUS COMPENDIUM DRAGONLANCE Appendix.*
3. Only one-quarter of the damage inflicted by a dreamwraith or dreamshadow is real, the rest is illusory. However, the victim is unable to tell the difference between real and illusory damage while trapped in the dream. This also applies to any damage the crone inflicts on the PCs. Successfully disbelieving a dreamwraith or dreamshadow prevents further damage from that particular creature but does not negate any damage already suffered. Once a dreamwraith or dreamshadow has damaged a PC,

that character cannot disbelieve that particular creature.

4. The PCs cannot leave the castle until they have visited Genalin's coffin in area K4 and either removed the stake from her heart or severed her head and stuffed it with holy wafers. If they try to leave before then, the curtain of mist surrounding the castle turns into an impenetrable mass of spiders, rats, centipedes and other vermin. Any attempt to breech it results in 2-16 points of damage and a save vs. type E poison. When the PCs finally leave the castle and escape the dream, all illusory damage disappears. Note that spells such as *fly dimension door,* and *teleport* are Alterations and do not function inside the castle. Items that allow planar travel, such as *oil of etherealness,* bring the user up against the wall of vermin, and the attempt to enter another plane fails.
5. Undead and extra-planar dreamwraiths and dreamshadows cannot be turned or affected by holy symbols, by herbs (such as garlic) or by holy water.
6. Disbelief attempts made against the castle, the curtain of mist, the wall of vermin, or items found within the castle always fail.
7. Most items found within the castle are illusory. They function normally within the dreamscape, but disappear when the PCs escape. Only the items from area K4 are real.

Dreamwraiths (187): Int varies; AL CE; AC 3; MV varies; HD 8; hp varies; THAC0 13; #AT 1; Dmg 1-10; SA -1 bonus to initiative rolls; SZ M (5'-6' tall); MR 20%; ML 14; XP 2,000 each. Intelligence, hit points, and movement vary by type of dreamwraith as follows:

Andrus: Int High; hp 39; MV 12, Fl 18 (C); SD +1 or better weapon to hit
Armor (5): Int Non; hp 28 each; MV 9
Bats (150): Int Animal; hp 8 each; MV Fl 18 (B)
Nightmare (10): Int Very; hp 39; MV 15, Fl 36 (C)
Skeletons (14): Int Non; hp 28 each; MV 12
Stirges (8): Int Animal; hp 24 each; MV 3, Fl 18 (C)

A. Stable: This area contains several stalls for mounts, an elaborate coach, a raised platform (about 12 feet above the floor) that holds mounds of hay and straw, and a stack of grain sacks. A dreamwraith nightmare occupies one stall. This creature snorts angrily and attacks the PCs when they enter. Two skeletal grooms appear from the other stalls and also rush to the attack. A third skeleton arises from the hay and straw and hurls its finger joints, one a round, at any PC not involved in melee. The joints have a range of 80 feet and inflict 1-10 points of damage. When the skeleton has hurled eight of its finger joints, it joins the melee.

B. Great Hall: This chamber contains several dusty banquet tables surrounded by broken chairs. Three large fireplaces are situated around the room. A huge portrait (8'x10') of a beautiful, brown-haired woman in a purple dress hangs over the fireplace on the north wall. When the party enters, they see an impeccably dressed man dusting the portrait. It is immediately obvious to the PCs that the woman in the portrait is a much younger version of the crone they met outside.

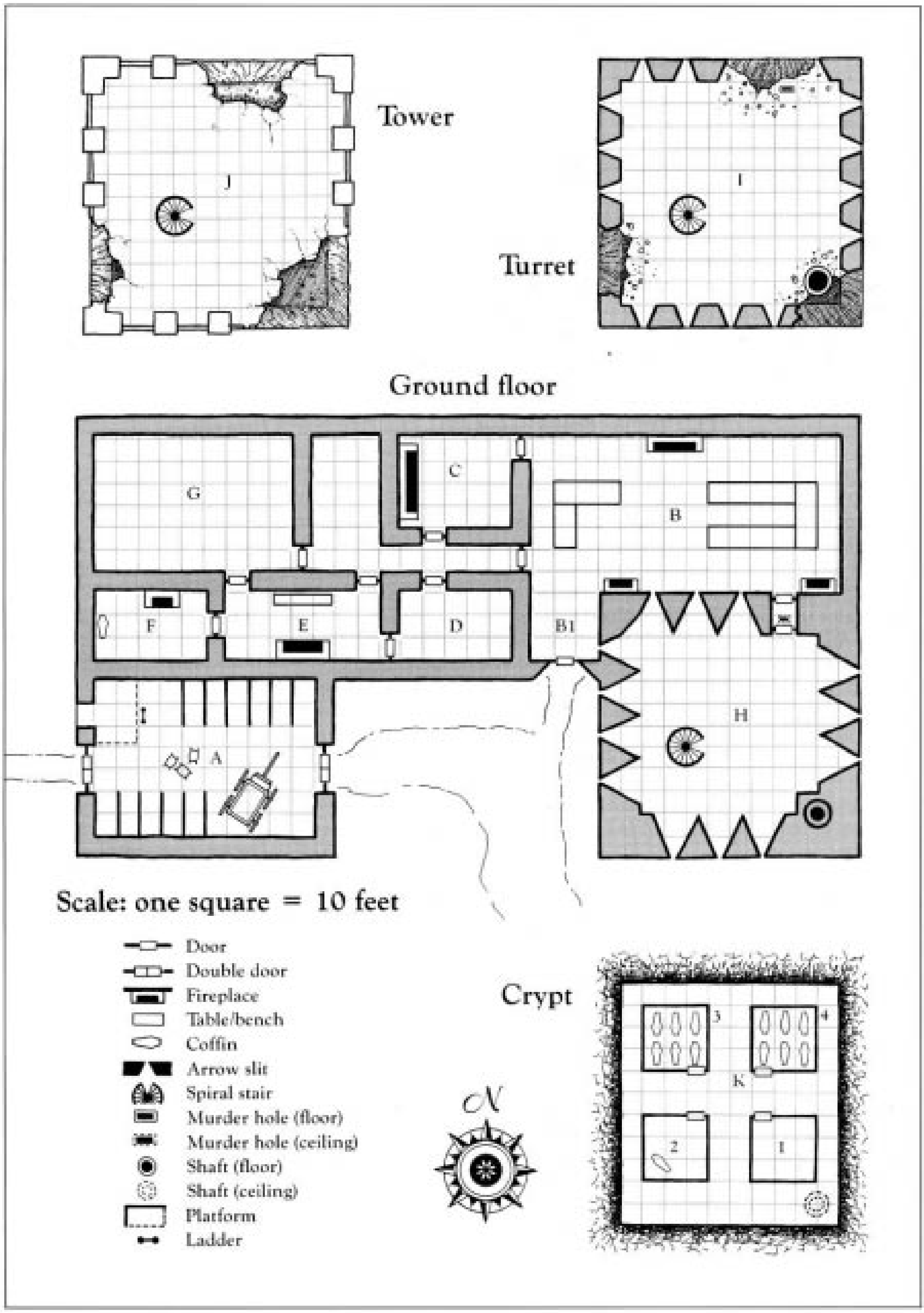
The man is a dreamwraith image of Andrus, Genalin's rebellious vampire servant. He bears his fangs and snarls at the PCs. If they retreat to the south or west, Andrus lets them go. If they stand their ground in the hallway (area B1) or use distance attacks, Andrus grabs cutlery from the tables and hurls it at the party; he makes two missile attacks each round, gaining a +3 bonus to his attack roll and inflicting 1d4+4 points of damage. If engaged in melee, or if the PCs are inflicting more missile and spell damage than he is delivering, Andrus moves east. This puts him around the corner and out of sight from PCs in the hallway. It also allows the guards in area H to fire sheaf arrows at the PCs through the arrow slits in the south wall. The guards have no fear of hitting Andrus, as he is immune to non-magical weapons. If reduced to zero hit points, Andrus assumes gaseous form and escapes up one of the fireplace chimneys.

C. Kitchen: Two skeleton dreamwraiths are stirring a boiling cauldron. They hurl bowls of scalding, foul-smelling goop from the cauldron at the PCs (1d6+3 points of damage), then close in to fight.

D. Armory: This chamber contains a rack of corroded weapons and five suits of plate armor. The weapons include assorted pole arms, crossbows, long bows and arrows. Among this collection are two *halberds +2* and 25 sheaf *arrows +2.* The suits of armor are dreamwraiths that fire bolts from heavy crossbows at the PCs, then move to attack with two-handed swords.

E. Laboratory: This room has a fireplace and a workbench cluttered with tools and glassware. A dreamshadow image of Genalin is busy at the workbench, concocting a potion. She is a particularly vivid dreamshadow and she cannot be disbelieved.

If Genalin hears combat in area D or G, she


Tower
J
Turret
I
Ground floor
G
C
B
F
E
D
B1
H
A
Scale: one square = 10 feet
Door
Double door
Fireplace
Table/bench
Coffin
Arrow slit
Spiral stair
Murder hole (floor)
Murder hole (ceiling)
Shaft (floor)
Shaft (ceiling)
Platform
Ladder
N
Crypt
3
4
K
2
1

prepares a shocking grasp spell. (This allows her to inflict 1d8+12 points of damage on one successful melee attack in addition to 5-10 points of damage and two levels drained.) If caught unawares, Genalin summons 50 bats from the fireplace. These swarm over the PCs forming a blinding cloud 20 feet in diameter; the PCs can see nothing until they leave the cloud of bats.

Genalin eagerly presses forward to fight the PCs and deliver her shocking grasp attack. After two rounds, she assumes *gaseous form* and moves to a position where she can launch a spell assault on the PCs. She begins with a *cone of cold,* placed about five feet above the floor. Thereafter she tries to do as much damage to the PCs as she can. If reduced to zero hit points, she assumes gaseous form and disappears under the west door. (The dreamshadow Genalin has left the dream, but if the PCs conclude she has fled behind the door let them think so).

Genalin's work table contains a notebook with the formula for a *potion of heroism* and 22 identical potion bottles. All radiate magic: 18 of them contain type I poison, 2 contain *potions of heroism*, and 2 contain *potions of super heroism.*

Genalin (dreamshadow vampire): Int Genius; AL CE; AC 0; MV 12 Fl 18 (C); HD 12 (W 12); hp 47; THAC0 13; #AT 1; Dmg 5-10 + energy drain; SA +2 attack bonus due to strength, *spider climb,* gaze causes *charm* (save vs. spells at -2 negates), summon rats, bats, or wolves, assume *gaseous form, shape change* into bat; SD immune to nonmagical weapons, poison, *sleep, charm,* and *hold,* half damage from cold or electricity, regenerate 3 hit points a round; MR 20%; SZ M (5' tall); ML 16; XP 9,000.

Spells: *shocking grasp (x2), magic missile (x2); darkness 15' radius, ray of enfeeblement' detect invisibility, blindness; dispel magic, lightning bolt (x2), hold person; minor globe of invulnerability, bestow curse, fumble, wall of ice; chaos, cone of cold (x3); flesh to stone.*

Magical items: *crown of protection* (functions as a *scarab of protection,* 6 charges), *dress of displacement, cloak of protection +2, ring of protection +2.*

F. Bedchamber: This chamber is bare except for an elaborate coffin near the west wall and a few tufts of fur and gnawed bones in front of the door. The whole room has a sickening charnel stench.

The coffin is lined with satin cushions, but has no occupant. Three of the cushions are stuffed with spell books. A fourth cushion conceals a notebook with the formula for a *potion of super heroism,* and a fifth cushion holds the keys to the doors leading into area H.

G. Barracks: There are six dreamwraith skeletons here. They attack the PCs on sight.

H. Guard post: Three dreamwraith skeleton guards in this area fire at PCs in area B through arrow slits in the north wall. Each is armed with a long bow and 20 sheaf arrows. When the PCs finally enter this chamber, the dreamwraiths claw in skeleton fashion.

The two doors leading into this room are locked and can be opened only with the keys from the coffin in area F. The locks are clearly visible but cannot be picked by any means. The doors cannot be forced open by brute strength. Note that a *knock* spell is an Alteration and will not function for the PCs.

The chamber is bare except for a spiral stair leading up to area I.

I. Tower: Eight dreamwraith stirges attack the PCs as they come up the spiral staircase. They fight to the death.

The stairs continue up to area J. A circular shaft in the room's southeast corner leads 60 feet down to area K. Its diameter is three feet and its sides are very smooth and slightly slippery; no non-rogue can climb them, and even rogues suffer a -40% penalty to climb walls attempts. However, there is nothing stopping the PCs from dropping a rope down the shaft.

J. Turret: This is the crenelated top of the tower. When the PCs emerge from the top of the staircase they disturb a swarm of 100 bats, which take to swirling flight. The bats swarm for six rounds before flying away. The bats buffet and confuse the PCs. Each character who ascends to the top of the stairs while the bats are swarming must make a Dexterity check or fall off the turret and into the courtyard 40 feet below.

K. Crypt: The air in this subterranean chamber is unbearably stale and heavy with graveyard mold. The crypt has a vaulted ceiling 20' high. There are four marble burial vaults each about six feet high; each vault has a locked bronze door five feet high and two-and-one-half feet wide. The locks can be picked.

K1: This vault is empty.

K2-K3: These vaults each contain six coffins. Each contains a decayed body. All the bodies have been disturbed, and there is nothing valuable in any coffin.

K4: This is Genalin's crypt, and the door is unlocked. When the PCs enter they see an armored man kneeling in front of an open coffin

in the southwest corner. His back is to the PCs. A silver box bearing a raised silver and white triangle lies next to the man.

The man is a dreamshadow of Sauveur, the knight who failed to put Genalin to rest centuries ago. When he hears the PCs entering the vault, he springs to his feet, draws his long sword and shouts, “Prepare to meet eternity unclean beings! Your mistress is no more and soon your days of unlife will end, too!” Sauveur has mistaken the PCs for evil dreamwraiths or dreamshadows and is prepared to attack.

The PCs must convince Sauveur they are living beings or they must fight him. If there are any evil PCs in the group, they must fight him regardless. Sauveur cannot be disbelieved.

There are many ways the PCs can convince Sauveur they are real. Two ways that will work are by casting a healing spell of any kind on someone in the party or by finding a way to demonstrate approximately what year it is (such as showing him a coin minted any time in the last 150 years). It is up to the DM to decide how well other methods work.

Once the PCs have dealt with Sauveur, they can examine the coffin. In it, they find Genalin with a stake driven through her heart. She now looks exactly like the crone the PCs met outside the castle. If Sauveur is with the PCs, he comments on how beautiful she looks—he sees a different form. Sauveur’s silver box holds enough holy wafers to put Genalin to rest; all the PCs have to do is sever her head and stuff it with the wafers. However, Sauveur insists that they pause for a moment to admire true beauty. The knight will not give up the wafers until they comply.

Sauveur (knight dreamshadow): Int High; AL LG; AC 0; MV 9; HD 10 (F10); hp 83; THAC0 11; #AT 2; Dmg 8-15/8-15; SA +4 to hit due to Strength and magical long sword; MR 20%; SZ M (6’ tall); ML 16; XP 3,000.

When the PCs finally stuff Genalin’s head with holy wafers, the crypt seems to spin and the PCs become disoriented. When they recover, they find themselves sprawled out in a deep hole. The last rays of the setting sun filter through the vine-choked opening some 50 feet above their heads. The PCs regain three quarters of their illusory damage, and any levels they might have lost to Genalin in area E. The items they found in areas A-J are gone, but Sauveur’s silver box lies open at their feet, though it is badly tarnished. The hole also contains a rotting coffin.

The silver box is empty, but is worth 20 steel pieces. The coffin is filled with a thick layer of dust. Inside the PCs find all the magical items listed in area E, plus the following treasure: a diamond necklace worth 2,000 stl, two strings of pearls with 750 stl each, a pair of ruby earrings worth 500 stl, eight pairs of gold earrings worth 15 stl each, a jade statuette worth 800 stl, and a platinum and sapphire ring worth 1,500 stl.

If the PCs remove the stake, they revive Genalin. Sauveur will fight to the death to prevent this if he is present. When the stake is removed, the room spins, and the PCs awake to find the hole crawling with rats that Genalin has summoned. It will be daylight for another two turns, so Genalin cannot escape from the hole. She will fight to the death. Use the statistics and spell list from area E, except that now Genalin is a real vampire who has no magic resistance, but can inflict real damage and drain real levels.

Sauveur’s box of holy wafers is in the hole, and so is the stake the PCs pulled out of Genalin’s heart in area K4. If the PCs reduce Genalin to zero hit points they can drive the stake back in and use the wafers to put her away for good.

ELVES (DIMERNESTI) (50)

Terrain: Seashore
Total Party Levels: 48 (average 8)
Total gp XP: 5,226
Monster XP: 11,560
Story XP:
Complete: 33,000 Defeat: 10,000
Retreat: 2,000

SET UP

- An NPC who is familiar to the PCs has disappeared while traveling by sea or near a sea shore. The NPC's relatives hire the party to rescue the character.

- The PCs hear a sailor's tale of a haunted island where ships have gone aground. A tribe of man-eating undead is said to infest the island. It also is said that the undead walk around covered with gold and gems looted from the wrecked ships.

- A maker of unusual fur garments wishes to hire the PCs to bring back pelts of a rare, golden giant otter which is said to live only near a certain island. The furrier will pay 2,000 stl for an intact pelt.

THE LAIR

A group of pleasure-minded dimernesti have gathered on the coastal island of Dragon's Teeth to form their own community. They spend most of their time frolicking about in otter form. Several of the elves are very fair haired, and this shows when they assume otter form—this is the origin of the "golden otters" tale.

The elves make their living by plundering passing ships. Their usual method is to confuse a ship's crew with a magical *fog cloud* or illusion created by their leader, Uulpres, a wizard of the red robes. The elves used to let the ships' sailors and passengers go, but one of their recent victims, a human pirate called Innis, has convinced them there is money to be made in the slave trade. Now Innis and his cutthroats help the dimernesti attack ships. Innis takes all the captives inland and sells them, keeping most of the profits himself.

The island lies five miles from the mainland and is surrounded by reefs, shoals, and sand bars. The dimernesti live in the reefs and wrecked ships. Innis and his band of eight pirates live in a cave on the forested island. This cave also houses the captives, including the NPC the PCs know.

No water craft larger than a canoe or rowboat can get within three miles of the island; the waters are too shallow and dangerous for large craft. At low tide, there are enough sand bars and reefs exposed to allow the PCs to walk and wade to the island. However, there are at least three stretches of deep water that the PCs must cross by swimming. There also are two patches of quicksand. If the PCs aren't testing the sea bottom ahead of them while wading, the lead characters automatically step into the quicksand, and the characters in the next rank must make Intelligence checks at -2 or blunder in also. If the characters are probing, the lead characters still must make Intelligence checks to avoid the quicksand (the bottom is soft, which makes it difficult to locate quicksand).

Characters who step in quicksand find themselves immersed up to the waist and must make a Strength check at -4. Failure means the character is caught and will need help to escape. Success means the character has pulled himself free.

Trapped characters can be rescued by being lassoed, by having a pole extended to them, or by having a swimmer pull them to safety. Trapped PCs sink at a rate of one foot per round. Once a PC's head goes under the water, the rules for "Holding Your Breath" *(PHB,* "Time and Movement," *Swimming)* go into effect.

When the PCs get within one mile of the island, a group of twelve 2nd-level dimernesti fighters and a 4th-level priest spots them. Three dimernesti assume otter form and begin to frolic near the PCs. They pretend to be curious animals, trying to touch the PCs with their noses, then dashing away. If the PCs stop to watch the otters, or attack them, the priest and the remaining fighters attack the PCs by surprise from behind. If the PCs are in a boat, the priest uses *warp wood* to make it spring a leak. Otherwise, he casts *entangle.* While the fighters attack with their tridents, the otters change back to elven form and attack as well. The priest follows up with *chill metal* on a fighter, then uses his remaining spells as best he can.

This skirmish alerts Uulpres to the PCs' presence, and the wizard meets the party when they



finally reach the island. He uses his *hat of disguise* to appear as a comely mermaid.

When the PCs get near the beach, they hear music. When they set foot on the island they see a mermaid sitting on a rock, strumming a harp. She beckons the PCs to come closer. If the PCs refuse, Uulpres casts a *lightning bolt* at the group and flees into the sea. The accompanying clap of thunder alerts the pirates in the cave.

If one or more PCs approach the mermaid, they can converse, but the mermaid strums on the harp the whole time. Uulpres has the following misinformation for the party:

* The mermaid's name is Whitecap.

* The island is infested with the walking dead—greedy sailors and merchants who wouldn't let their riches go when their ships sank. Even now, they are covered with plates of gold. Gold is such a useless metal. Shells are much prettier.

* If the PCs find a conch shell and blow it before entering the forest, the dead sailors won't attack them, they hate the sound. Perhaps they should do so right away. If the PCs comply, Uulpres directs them to clean out the shell and make it into a horn. Then he encourages them to give it a test blow.

During the conversation and search for conch shells, Uulpres looks over the PCs. He picks out the character who looks the wealthiest. After the business with the conch shell is over, he proposes that the two of them go for a swim—alone. If the PC balks, Uulpres uses the harp to magically suggest a swim. If Uulpres can get a PC away from the party and into the water, four 3rd-level dimernesti fighters ambush the PC. They attack with tridents while Uulpres uses *magic missiles.* If they defeat the PC, they take the character's magic and money and swim away. If the rest of the party comes to the PC's rescue, all the elves turn into otters and swim away at high speed.

When the party finally goes inland, they will have to make a thorough search to find the cave. If the pirates are warned by a *lightning bolt* or a blast from a conch shell, they camouflage everything and lie in wait for the PCs; it will take the PCs an entire day to locate the camouflaged cave. If the PCs got ashore quietly, they can find the cave in half a day and have a normal chance to surprise the pirates.

The pirates wear plate mail that has been painted gold to protect it from the sea air. When the PCs arrive, four of the pirates fire arrows from

the cave mouth, then retreat inside when the battle starts going against them. Inside the cave, a bottleneck (only five feet wide) forces the PCs into single file while they pursue the pirates. Innis and any remaining pirates wait with their captives at the other end, in a chamber roughly 30 feet square with a 10-foot ceiling. Area effect spells almost certainly will affect the captives as well as the pirates. If the PCs don't rush in after the pirates, Innis starts firing *arrows +1* at them. When the PCs do enter the bottleneck, Innis lets them through, then hits them with his *javelin of lightning.* After that Innis and the pirates attack with long swords. There is no other way out of the cave, and the pirates fight to the death, cursing Uulpres for not reinforcing them.

Each pirate has 22 steel pieces. A locked chest (Innis has the key) contains gold and silver plate worth 2,400 stl and assorted jewelry worth 500 stl. There are six captives: three humans, one minoi, one minotaur, and a silvanesti. If the PCs came here looking for an NPC they know, that character is here, too. None of the captives are in any shape to fight, and the minotaur doesn't want to be rescued. He is ashamed of being captured and just wants to die in peace. The remaining captives want to leave immediately.

While the PCs are searching for the cave, four 4th-level dimernesti fighters come ashore and destroy the PCs' boats. If the boats are guarded, the elves attack the guards; if they cannot defeat the guards in four rounds, they turn into otters and flee into the water. Two turns later, they return with a priest, who casts *obscurement* while the fighters again go ashore to try to wreck the boats.

As the PCs leave the island, Uulpres and any dimernesti whom the PCs have not damaged, attack the PCs. If the party spent a day or more on the island, Uulpres and the priests have renewed their spells. Uulpres attacks the PCs at a location where there is some deep water, but also some submerged quicksand.

The dimernesti can swim over the quicksand with impunity, but wading PCs must make Intelligence checks at the beginning of the fight or step into it. If the PCs managed to hang on to their boat, one of the priests casts *warp wood* on it. If no *warp wood* spell is available, Uulpres casts a *lightning bolt,* which smashes the boat to matchsticks *and* damages the PCs.

While the PCs and the dimernesti fighters exchange blows, Uulpres casts *demi-shadow monsters* and creates a 10HD megaladon, which attacks the PCs. Thereafter he and the priests use their spells to best effect.

If the PCs beat off this attack, any remaining dimernesti flee the area. This frees the PCs to search the waters around the island. After three days of searching, they will find any treasure Uulpres and his dimernesti cohorts may have taken from them and a cache of 12 pearls worth 75 stl each.

A dimernesti killed in otter form reverts to elf form; the PCs will get no golden otter pelts this trip. However, the rescued captives present them with a total of 1,250 stl in rewards.

Pirates (8): Int Average; AL CE; AC 3; MV 9; HD 3 (F 3); hp 18 each; THAC0 18; #AT 1 or 2; Dmg 1-8+1 or 1-6 (x2); SZ M (5 1/2-6' tall); ML 13; XP 120 each.

Innis: Int Exceptional; AL CE; AC 1; MV 12; HD 6 (F 6); hp 42; THAC0 15; #AT 3/2 or 2; Dmg 1-8+3 or 1-6+1 (x2); SA Strength 16; SZ M (6' tall); ML 13; XP 650.

Magical Items: *plate mail +2, long sword +2,* 12 flight *arrows +1, javelin of lightning.*

Dimernesti (50): Int Average to Very; AL CN; AC varies; MV 9 Sw 18; HD varies; hp varies; THAC0 varies; #AT 1; Dmg varies; SD three times a day shapechange into otter (AC 5, MV 12, SW 18; #AT 1; Dmg 1-3); SZ M (5-5 1/2' tall); ML 13; XP varies. Armor class, Hit Dice, hit points, THAC0, attacks, damage, and experience value vary by type of elf as follows:

2nd-level fighters (38): AC 10; HD 2; hp 11 each; THAC0 19; # AT 1; Dmg 2-7; XP 65 each.

4th-level fighters (8): AC 10; HD 4; hp 23 each; THAC0 17; # AT 1; Dmg 2-7; XP 175 each.

4th-level priests (3): AC 10; HD 4; hp 18 each; THAC0 18; # AT 1; Dmg 1-6; XP 270 each.

Spells: *entangle (x2), faerie fire (x2), light; chili metal, warp wood, obscurement.*

Uulpres: AC 2; HD 10 (W 10); hp 27; THAC0 17; # AT 1; Dmg 1-4; SD Wisdom 17, Dexterity 16; XP 5,000.

Magical Items: *Bracers of defense AC 4, wand of magic missiles* (85 charges), *hat of disguise, harp of charming.*

Spells: *shield, magic missile (x3); improved phantasmal force, fog cloud, scare, stinking cloud.; lightning bolt (x2), slow; hallucinatory terrain, emotion; demi-shadow monsters, chaos.*

Demi-shadow megaladon: Int Non; AL N; AC 5; MV Sw 18; HD 10; hp 45; THAC0 11; #AT 1; Dmg 4-1 6; SD; if disbelieved AC falls to 8 and damage is 40% of normal; SZ L (20' long); ML never checks morale; XP nil.

Elves (Kagonesti) (7)

Terrain: Forest
Total Party Levels: 12 (average 2)
Total gp XP: 360
Monster XP: 2,510
Story XP:
Complete: 5,000 Defeat: 1,000
Retreat: 500

Set Up

- The PCs hear tales of attacks by wild elves on miners and settlers in a nearby forest.

- A priest of Chislev wants the PCs to enter a forest and return with a bag full of seeds from a rare tree. All the PCs have to do is pay their respects to the local kagonesti chief and then look for the seeds. The priest offers the PCs a treasure map in return for the seeds.

- A drunken NPC wants to hire the party as bodyguards. He says he knows where a steel mine is located and promises to make the PCs rich. The next morning, the now-sober NPC realizes he has been tricked, as there is no such thing as a steel mine.

The Lair

A confidence man recently visited a human and half-elven community not far from a forest where a band of kagonesti dwell. The swindler quickly drew several locals into a game of chance. He skillfully maneuvered his victims into making bigger and bigger wagers.

When the stakes were very high, the swindler persuaded a local man, Gwon, to lend him a large amount of money. The swindler secured this loan by giving Gwon a scrap of parchment that supposedly showed the location of a stream bed in the forest where nuggets of pure iron could be found. Iron is what steel is made from and a lode of iron ore means sure wealth. The swindler also gave Gwon a few iron nuggets to further secure the loan (actually just leavings from a blacksmith's shop) and made him promise to relinquish the map and nuggets when the loan was repaid with interest. The swindler then won his wager and slipped away, leaving several townspeople very much poorer.

Gwon was dismayed by the loss of his money but determined to recover it by going into the forest to pan for iron. Gwon spent several days buying supplies and telling people how rich he was going to get by finding iron. This has sparked an "iron rush" in the area, with people shouldering picks and shovels and striding into the forest to find Gwon's "mother lode." Other tricksters are doing a lively business in bogus iron mine and steel mine maps.

Of course, iron never is found as nuggets in stream beds, but that hasn't stopped Gwon and his imitators.

This invasion of the forest has made the local kagonesti tribe very uncomfortable. Several disaffected miners have assaulted kagonesti who were peacefully going about their business. Further, most of the townsfolk-turned-miners are ignorant of the ways of the forest and are careless with their fires and trash. The kagonesti fear the sudden interest the townsfolk have in digging in the dirt will lead to a full-scale colonization and clearing of the forest. If this happens, the kagonesti will fight to keep their homeland.

When the PCs arrive at outskirts of the forest, they find a small town bursting with unaccustomed activity. Shifty-eyed men wave tattered scrolls at fresh-faced farm boys. Picks, shovels, and axes are for sale from stalls in the main street. The street itself is crowded and has been churned into a muddy slop by all the feet, hooves, and wagon wheels.

Any shopkeeper in town can give the PCs the following information:

* People are coming from all over to look for iron in the forest, even though nobody has found any yet. All the shopkeepers are doing quite well, however, with the increased business. Still, it would be pleasant to live in a nice, quiet, clean town again.
* The whole business started a month ago when Gwon, a retired merchant, bought a mule and a load of supplies. He ran off into the forest, muttering something about finding iron and making steel. He seemed to know where he was going—he even had a map.
* The wild elves in the forest are getting restless. Several miners have limped back to town after being attacked and chased out of the forest. The miners say the elves want the iron for themselves.

When the PCs enter the forest, everything seems normal and peaceful for the first two days' travel. Early in the third day, however, they meet six bedraggled miners, five men and a woman, heading out of the forest. The miners are filthy and very tired, but otherwise healthy. If attacked, the miners surrender without a fight. They have nothing but the rags on their backs. They tell the PCs a tale of wild elves stealing their animals and burning their camp. The miners apparently woke up one night surrounded by flames and wild elves who were whooping and hitting them with sticks. They intend to go back to town, get more tools and supplies, hire some guards, and go back to look for iron.

The miners gladly will lead the PCs back to their deserted camp, especially if the PCs offer them food. When the PCs reach the camp, they find a charred "clearing" about 40 feet wide and 90 feet long. The miners tell the PCs the wind was blowing along the clearing's 90-foot length. All the undergrowth within the clearing has been burned away, but the large trees are intact. Several smaller trees have burned and have been cut down. The miners say they didn't cut them. At one end of the clearing—the side away from the wind—the PCs find an area where the underbrush has been cleared away, not burned. What is left of the miners' campfire is at the opposite end of the clearing, although the PCs cannot find it unless the miners show it to them or the PCs make a successful tracking roll. Nothing remains of the miners' equipment except scorched shovel blades and pick heads and about two dozen ceramic jugs marked "XXXX." As the PCs search the area, someone hears a mule braying. A quick search reveals one of the miners' mules.

This is what really happened here: The miners got very drunk on dwarven spirits one night and fell asleep. The wind came up and spread the miners' fire. The miners' animals fled, but the drunken miners snored on. A kagonesti patrol spotted the flames and rushed to the camp. They shouted and prodded the miners awake, then started fighting the fire by chopping down some flaming trees and clearing the underbrush downwind of the fire. The miners thought they were under attack, so they fled and didn't see the elves fighting the fire.

While the PCs are dealing with the miners, a kagonesti patrol comes to investigate. They are mounted on stags and are leading the rest of the



miners' animals—three mules and a light horse. When the miners see the elves, they urge the PCs to attack. The kagonesti ride forward brandishing their sorises. If a fight breaks out, the kagonesti try to disarm the PCs and make them surrender.

Kagonesti scouts (6): Int Average; AL CG; AC 7; MV 12; HD 3 (F3); hp 21 each; THAC0 18; #AT 1; Dmg by weapon; SZ M (5'-5 1/2' tall); ML 12; XP 120 each.

Weapons carried: soris, long bow, war hammer.

Stags (6): Int Animal; AL N; AC 7; MV 24; HD 3; hp 18 each; THAC0 17; #AT 1 or 2; Dmg 1-3/1-3 or 2-8; SZ M (5' tall); ML 7; XP 65 each.

If the PCs are willing to negotiate, the elves tell their side of the story. However, they find the miners distasteful and make no secrets about it. The miners recognize their animals and demand them back. The elves refuse. They found the animals roaming free and claim them as their own. If the PCs intervene on the miners' behalf, the elves give each miner a fringed leather shirt, a knife, and an animal pelt worth at least 20 stl. The elves regard this as an exchange of gifts, not a purchase.

If the PCs surrender to the elves, they are taken to see the kagonesti chief. If there is no fight, the elves politely suggest that the miners go on their way while the PCs meet their chief. They won't take "no" for an answer.

It takes several hours to reach the chief. On the way, the group passes several posts decorated with skulls. The kagonesti scouts tell the PCs these are warnings intended to keep monsters, and now miners, away from kagonesti lands. If the PCs look, they can see several fresh human skulls on the posts as well. If the PCs ask about these, the scouts reply that not all trespassers take the hint when the kagonesti try to subdue them.

The kagonesti village is so well hidden that the PCs don't notice it until they are practically inside. The scouts take the PCs directly to the chief.

Aleagacta, the chief, is a distinguished-looking elf who is more than 500 years old. He does not look old, but has an unmistakable aura of maturity and confidence about him. If the PCs are brought before him as prisoners, they are made to kneel in his presence. If the PCs came willingly, Aleagacta invites them to sit down.

In either case, Aleagacta introduces himself and says there are things he must ask the PCs. He wants to know what has caused so many humans and half-breeds to come to the forest to dig. He also demands to know if the kagonesti are expected to yield their lands without a fight if more people come.

If the PCs explain about mining for iron, Aleagacta claps his hands and a stern-looking elf brings him a scroll; Aleagacta spreads out the scroll in front of the PCs. He explains that two half-breeds attacked some of the village women a few days ago. ("Their skulls now decorate poles," he adds.) The half-breeds were carrying this scroll.

It is a map purporting to show a vein of steel ore. The map isn't accurate (there is no such thing as steel ore), but it does show some recognizable landmarks. Aleagacta cannot read the map, but any literate PC can. If the PCs tell the chief he has a map leading to a steel mine, the elf gives a deep belly laugh. He knows steel is manufactured, not dug out of the ground. He merrily asks the PCs why anyone would be so foolish as to go digging for steel. If the PCs mention money, Aleagacta gets serious again. He explains that the kagonesti always have been willing to trade, but the digging has to stop. He tells the PCs there will be a war unless the miners stop coming into the forest to look for imaginary treasure.

If the PCs offer to expose the fraudulent map, Aleagacta gives each PC a rare pelt worth 10-60 stl. If the PCs came to the forest looking for seeds, Aleagacta agrees to have a bag of them gathered. Should any PC ask if the elves have seen Gwon, Aleagacta says the elves have a friend who calls himself that. The kagonesti call him "The Crazy Fisherman" because he spends his days rooting around in the water looking for money. A scout can take the PCs to him.

The PCs find Gwon grubbing around with a pan in a stream. He is dressed completely in kagonesti clothing. Unlike the people who came after him, Gwon befriended the elves and has been trading with them since he arrived. He is disappointed when the PCs explain that his search for iron is pointless, but quickly decides he can make a good living by trading with the elves. He happily gives the PCs his bogus maps and fake iron nuggets. With these and with the map they got from Aleagacta the PCs can stop the iron rush in a few weeks.

Aleagacta: Int Very; AL CG; AC 3; MV 12; HD 8 (R8); hp 56; THAC0 13; #AT 2; Dmg by weapon; SA attacks with two melee weapons; SZ M (5 1/2' tall); ML 12; XP 1,400.

Weapons: long sword, long bow, dagger.

Spells: entangle.

EYEWING (I4)

Terrain: Mountains
Total Party Levels: 36 (average 6)
Total gp XP: 800
Monster XP: 9,100
Story XP:
Complete: 8,000 Defeat: 3,000
Retreat: 1,000

SET UP

- The PCs hear tales of a flock of strange, hideous bats that has been harassing travelers in a lonely mountain pass.

- The PCs find an old map or journal purporting to show the location of an ancient gate into the Abyss.

- An alchemist offers to pay the PCs 250 steel pieces each for one or two vials of "tears from the Abyss" in liquid form. The alchemist provides the vials and rough directions to a mountain top where this substance might be found.

THE LAIR

An ancient portal into the Abyss lies in a mountain cave near the top of a tall peak adjacent to a nearby mountain pass. The wizard who built it is long dead, but until very recently the gate still functioned in fits and starts, occasionally allowing small groups of creatures to travel through it in both directions. When the gate failed altogether, a band of eyewings was trapped on this plane. A few of them have glided down into the mountain pass, where they attack any living thing they find.

When the PCs enter the pass, they notice everything is very still. There are no animals or birds—the eyewings killed them all. Later in the day they see about half a dozen large creatures lazily soaring near a tall peak to the left of the pass. These are eyewings, but they are too far away for the party to see any details. If the PCs ask, they only notice that the creatures are behaving like huge vultures (not like bats).

After leaving the pass to explore the peak, the PCs must camp for the night in the open as there are no caves or other sheltered spots. At sunset, six eyewings pay them a visit. They attack from the west, coming right out of the setting sun; the party suffers a -2 on its surprise roll.

Each eyewing randomly picks a PC and releases a tear, then makes a climbing turn. Hit or miss, an eyewing tear has a chance to splash additional targets within 10 feet of where the tear lands. A direct hit inflicts 2d6 points of damage (save vs. poison for half damage). Splash attacks are made at THAC0 19 and inflict 2d4 points of damage (save vs. poison for half damage).

For their second attack, the eyewings swoop down on the PCs, gaining a +2 attack bonus for their claw attacks. Thereafter, they hover around the party, clawing and striking with their tails. When the first eyewing is killed, the band climbs to 70 feet and begins dropping tears again. They barrage the party with tears until two more eyewings are killed; the survivors flee toward the peak where the PCs first saw them.

It takes the party two days to reach the peak. On the morning of the second day, they find the remains of a tower built into a sheer cliff. The crumbled stones rise 120 feet to a cave mouth. The ruined stone work is splattered with rubbery lumps (dried eyewing tears). The PCs can scale the cliff, but each PC must save vs. poison every round or suffer one point of damage from contact with a dried tear. Avoiding the tears slows a character's climbing rate by one half.

When the PCs begin to scale the cliff, eight eyewings fly out of the cave and start dropping tears. They avoid melee, except with flying or levitating characters, until the PCs reach the cave.

Eyewings (14): Int Low; AL LE; AC 4; MV Fl 24 (B); HD 3; hp 16 each; THAC0 17; #AT 3 or 1; Dmg 1-6/1-6/1-4 or tear; SA tear; SZ L (15' wingspan); ML 12; XP 650 each.

When the PCs reach the cave they find a skeleton, the remains of a hapless adventurer. The skeleton has a pouch containing 100 stl (rusty), a *dagger +2,* and a gold and garnet ring worth 200 stl. The pouch is protected by a *fire trap* spell (1d4+8 points of damage).

At the back of the cave the PCs find a pair of brass doors that open onto an empty wall. This is the non-functioning gate to the Abyss. The wall is covered with an intricate diagram of inlaid iron and silver, but most of it is corroded away. The diagram also includes two dozen gems, all cracked, fused, and worthless. It is up to the DM to decide how the gate can be reactivated, if at all.

FETCH (I)

Terrain: Forest
Total Party Levels: 42 (average 7)
Total g.p. XP: 1,071
Monster XP: 4,800
Story XP:
Complete: 14,000 Defeat: 6,000
Retreat: 2,500

SET UP

- The PCs are looking for a campsite or source of fresh water while traveling through a forest and come upon an idyllic pool, which contains the fetch.

- The PCs hear tales of a haunted glade in a nearby forest where unlucky travelers are attacked by an unseen spirit that jealously guards a great treasure.

- A merchant offers to sell the PCs canteens at inflated prices. "It's bad luck to drink from streams and ponds in the forest," the merchant insists. Local people deny the charge but concede that there is a horrible monster living in the heart of the woods that slays unwary travelers. Its victims' bodies—and their equipment—are never found.

THE LAIR

An idyllic pool deep in the forest has served as a fetch's portal into the Prime Material Plane for decades. When an unfortunate creature goes to the pool to drink or bathe, the fetch strikes.

When the victorious fetch pulls its victims into the Abyss through the pool, their treasure and equipment usually go with them. However, victims occasionally drop things during the struggle, and over the years a few treasures have collected in the bottom of the pool.

It makes little difference what time of day the PCs arrive at the pool; as long as there is light by which to see, the fetch can do its work.

THE CENTAURS

A band of Abanasinian centaurs encountered the fetch several nights ago. One centaur, Fycre, looked into the pool and nearly became a victim. A prudent centaur, Fycre took flight and soon outran the fetch. Unfortunately, his buddies didn't see the monster and have been teasing Fycre for being scared of his own reflection.

As the party approaches the pool, they meet the centaurs. When the centaurs spot the party, they warn Fycre not to get to close to the humans because one of them might have a mirror. If the party has any mounted warriors, a centaur suggests one of the warrior PCs joust with Fycre. If the PCs refuse, the centaur laughs and speculates that the humans must be afraid of Fycre's face too. If the PCs foolishly agree to joust, the centaurs are shocked, since it is next to impossible to for a centaur to lose a joust. The centaurs offer to stage an archery contest instead.

If an archery contest is held, the centaurs offer three 100 stl gems as a wager. They choose some small target about 100 yards away (AC 5). The PCs can enter as many archers as they wish. A miss disqualifies an archer. The last group who has archers remaining is the winner. All the centaurs want to shoot.

Abanasinian Centaurs (15): Int Average; AL CG; AC 5; MV 18; HD 4; hp 24 each; THAC0 17; #AT 2 or 1; Dmg 1-6 (front hooves)/by weapon or 1-6 (rear hooves); SA +1 attack bonus with bows; SD +2 bonus on all saving throws; SZ M (6' tall); ML 12; XP 120 each.

Each centaur carries a scythe (dmg 2-8) and a composite long bow with 10 sheaf and 10 flight arrows.

If the PCs ask the centaurs about their joking and teasing, they relate the tale of Fycre and the pool. If the PCs want to know more, Fycre will take them to the meadow, but won't go near the pool.

If the PCs attack the centaurs, they fire their bows and flee into the forest.

THE POOL

The fetch's pool lies at one end of a pretty woodland meadow, which is about 100 yards long and 80 yards wide. Deep ruts made by wagon wheels lead into the meadow. They are completely overgrown with long grass, but are plainly visible. The center of the meadow contains a large, open hearth for campfires. It is about five feet in diameter and one foot deep. It is lined and ringed



with fire-blackened stones. However, there are no ashes or charcoal, and weeds are growing up between the stones. The meadow is surrounded on three sides by the forest; the pool constitutes the fourth side, with a large expanse of marsh beyond. A clear brook rushes out of the trees and feeds the pool. The pool's only outlet is the marsh. A thick band of cattails marks the line where the pool ends and the marsh begins.

The meadow used to be a popular camping spot for travelers and merchants, but once the fetch began its attacks, only the unwary or uninformed used the place. Any character who studies the pool's surface, or tries to get water, go for a swim, or wash anything is subject to the fetch's attack.

Fetch (1): Int High; AL CE; AC 4; MV 6; HD 9; hp 54; THAC0 11; #AT 2; Dmg Special; SA hit drains two levels; SD Invisible except to victim, victim suffers a -2 attack penalty vs. the fetch and a +2 penalty to Armor Class; SZ M (4' to 7' tall); ML 14; XP 3,000.

The pool is approximately 80 yards long and 30 yards wide, which allows plenty of room for the fetch to pull even the largest victim into the Abyss.

The pool's bottom is littered with leaves, waterlogged sticks and twigs, and cattail stems. The following treasure is scattered amongst the debris: 1,335 cp, 1,658 sp, 2,652 gp, 22 pp, a 500 stl gem, a *wand of illumination* (91 charges), a *hand ax -1,* and a *shield +2.* Most of the coinage is held in rotting leather bags, each holding 20-100 assorted coins. From the surface, the bags and the shield look like rocks. Finding all the coins requires a careful search of the bottom for four turns. The ax and the wand are difficult to spot since they look just like sticks covered with algae. If the PCs don't pay particular attention to the waterlogged sticks and twigs, or clean all the natural debris from the bottom of the pool, they have only a 1-in-6 chance of noticing each magical item. There also are about a dozen assorted daggers, knives, and other hand weapons, all of which are rusty and useless.

HILL DWARVES (NEIDAR) (50)

Terrain: Hills
Total Party Levels: 24 (average 4)
Total gp XP: 1,000
Monster XP: 6,550
Story XP:
Complete: 5,000 Defeat: 2,000
Retreat: 1,000

SET UP

- A band of goblins led by a fog giant is said to be raiding settlements and attacking travelers in the nearby hills.

- The PCs enter a small town to buy supplies and discover that almost everything they want has tripled in price. The shopkeepers sympathize with any PC who complains, but explain they have had no new shipments for nearly a month and that the goods the PCs want have grown scarce.

- A jeweler hires the party to travel to the dwarven village of Hearthstone, only two days' ride to the east. Hearthstone is home to a neidar clan of the same name. The jeweler wants the PCs to retrieve an overdue consignment of gems. He believes the dwarves, who prefer to avoid fights, are waiting until some bandits clear the area before sending any shipments. The jeweler wants the PCs to hurry things along and offers them a fee of 10% of the shipment's total value; the shipment could be worth as much as 5,000 steel pieces.

THE LAIR

Theiwar bandits, led by a theiwar dwarf named Bise and his savant henchman, Dyne, have taken over the village of Hearthstone. The bandits have appropriated all the wealth and magical items in the village and are forcing the neidar to work their gem mine while Bise decides what to do next. Bise knows he can't keep the neidar subdued forever, but for the time being he is content to enjoy the best Hearthstone has to offer. To maintain normal appearances, Bise has assigned some of the villagers their normal guard duty, but has replaced half of them with his theiwar.

The PCs approach the village from the west. There are fields of ripening crops to the party's right, but nobody is working in them. Ahead, they can see an earthen dike about nine feet high with thatched roofs beyond it. The only visible way through the dike is blocked by a closed wooden gate guarded by a small stone tower.

A. Main Gate and Watchtower: The party sees a dwarven guard (1st-level fighter) in studded leather armor peering down at them from the tower and holding a finger in front of his lips in a "be quiet,, sign. "Hello there,,, he whispers. "I don't know if you can be trusted, but Hearthstone is desperate!"

Before the PCs can reply, they hear a sleepy, but angry growl and a second dwarf appears. This one is wearing chain mail of goblin make and wears a wide-rimmed hat over his helmet. The odd headgear, and the dwarf's pallid complexion and bulbous nose give him a comical appearance.

This is one of Bise's theiwar guards (1st-level). He wears the hat to keep the sun off his face. Standing in the sunlight has made him ill and he was dozing when the PCs arrived. Now that he is awake, he tries to take charge. "What's going on here," he snarls at the neidar.

"Well, I was just explaining our situation here," replies the first dwarf. He indicates a row of fresh graves to the left of the path. "We've got a plague here, you know," he says to the PCs. "It makes you sick to your stomach and your nose swells up." The bandit is about to reply when the villager pushes him off the tower. He falls 20 feet and lands in a heap at the PCs feet. If he survives the fall, the villager whispers urgently to the PCs: "For Reorx's sake keep him quiet!' If the PCs don't comply, the bandit sounds a horn and all the bandits make ready to attack the PCs.

If the PCs subdue the bandit, the villager explains the general situation. He adds that the bandits have taken the village's 12 children hostage, but he doesn't know where they are held. If the PCs appear sympathetic, the villager goes on to explain that there are 14 or 15 bandits in the village (one less now) plus one at the mine. The clan elder, Adit, and the village priestess, Brae, are prisoners at the trading post. Those two, however, have the most information about the bandits.

It is up to the PCs to decide how to free the village, though the guard suggests they just walk in,

pretending to be weary travelers. If they enter the trading post and say the guard with the hat sent them, they might be able to surprise the bandits. It probably would help if they threw some money around.

B. Mine: The mine entrance is set into a small hillock. There is an open wooden gate, a large pile of waste rock, and a small windmill pumping water out of the mine. There is one villager on guard duty, with one bandit inside the entrance, trying to get away from the sun (both are 1st level). The PCs get the same reception here that they got at the main gate. Once the bandit is defeated, the villager invites the PCs inside to meet the current mine crew, six 1st-level fighters and their foreman, a 2nd-level fighter. They are willing to undertake any plan the PCs might have for freeing the village, but they have no armor and no weapons except mining tools. They believe having the PCs infiltrate the village by posing as unwary travelers is the best plan. They can give the PCs all the information they want about the general layout of the village but nothing about what the bandits are up to (except that they have the children as hostages).

C. Back Gate: There is no tower here, just a simple wooden gate. A villager is on watch atop the dike, while a bandit rests in the shade behind the dike (both are 1st level). If the PCs approach from outside, the bandit climbs up the dike on the side of the gate opposite the villager, where he is out of reach. The PCs will have to deal with him on their own.

D. Grate: The stream flows under the dike through a stone conduit 15 feet long and three feet wide. A bronze grate blocks the PCs. The party can tear the grate open with a bend bars/lift gates roll, but must enter the stream to do so. Characters who enter the icy stream without any type of protection from the cold must make a Constitution check (at a -2 penalty) or suffer 1d6 points of damage. They will also suffer the same effects as a slow spell until they leave the water and for one turn thereafter.

E. Storage Shed: This building houses mining equipment. Currently it also is filled with uncut gems the villagers have mined since the bandits took control. This material has a market value of 1,000 steel pieces as is and could be worth up to 10 times that much after cutting and polishing (DM's option as to how much).

A bandit guard (2nd level) in a floppy hat is posted on the south side. He spots the PCs if they enter the village through area A or scale the west section of the dike. If the PCs have the dwarves from the mine with them, or are moving around anywhere except along the path, he sounds the alarm by blowing a horn. If they are on the path, he and the guard from area F question them.

F. Trading Post: A bandit guard (2nd level) in a floppy hat is posted outside. He can see the PCs if they come down the path from areas C or D, or if they scale the dike from the east. Like the guard from area E, he sounds the alarm if he sees the dwarves from the mine or if the PCs aren't using the path.

If the two guards don't sound the alarm, they still question the PCs. They want to know what the PCs are doing in the village. If the PCs are openly carrying weapons, the guards demand that the weapons be turned over immediately. The PCs must hand over their weapons or fight the guards; one attacks while the other blows an alarm horn. Even if the PCs silence the horn, the bandits at areas G and I notice the fight if it lasts more than three rounds and raise the alarm themselves.

If the PCs have hidden their weapons, the guards insist on searching the party (unless the PCs say that they have left their weapons with the guards at the gate).

In any case, these bandits are suspicious and uncooperative. Unless the PCs give the pair a reasonable amount of money (at least 15 stl each), they insist on escorting the disarmed PCs to area I to speak to Bise. Even if the PCs successfully talk their way into the trading post, one bandit runs to area I. He will return with Bise and a 3rd-level bandit in 15 minutes. The other guard accompanies the PCs into the trading post.

Inside, three bandits guard Adit and Brae. The two neidar sit at a table with one 1st-level guard. They are unbound and unarmed. One 1st-level guard stands at the door, and a 2nd-level guard sits at a table guzzling a mug of beer. The beer-drinking bandit is surprised when the PCs enter (he's supposed to be on guard duty) and spits out a lot of foam as he springs to his feet; this amuses everyone. A guard orders Adit to get the PCs drinks. With a nod to Brae, Adit rises and attacks his guard with a chair, taking everyone by surprise. Brae, who has a holy symbol concealed on her person, casts a *silence* spell on the doorway. A general melee ensues, with the two neidar battering the bandits with chairs and shouting to the PCs to keep the bandits away from the door and windows.

When the bandits are defeated, Adit thanks Reorx for sending the PCs and explains the situa-

tion. The bandits have the clan's 13 women under guard in the temple (area G) and the 12 children in the mill (area I). Most of the neidar males are being held at the smithy (area G), but some are in the mine (area B). The bandit leader has threatened to kill all the children if the neidar don't cooperate, and they can do that easily with a magical "gas" spell his lieutenant has. (This is a *cloudkill* spell, but Adit doesn't know that.) The men and women have two guards each, and both groups are kept in chains. The remaining bandits are at the mill—-where most probably are asleep. Adit and Brae pick up the bandit's weapons and armor while they converse.

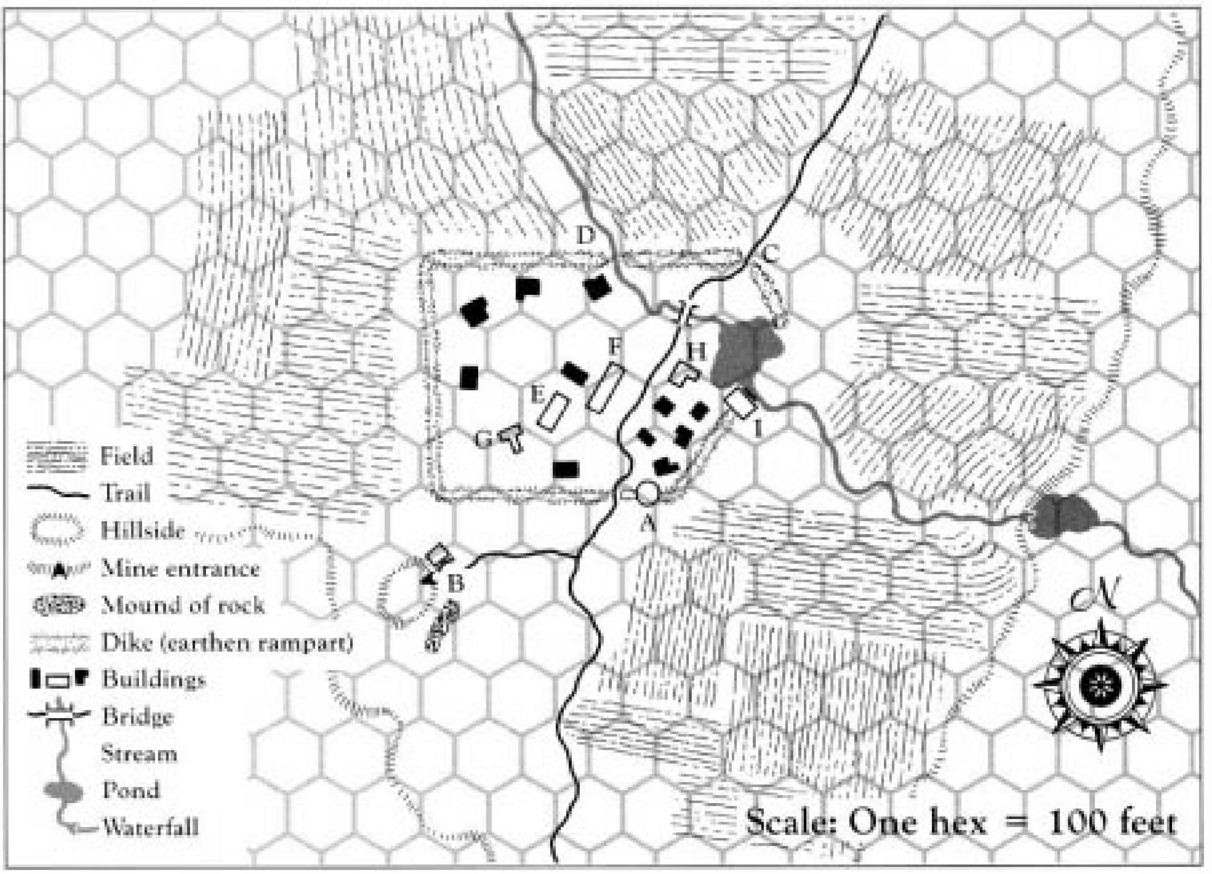
They tell the PCs that Bise, the bandit leader, can move very quickly and can throw rocks like a giant. In fact, when the bandits first appeared, Adit thought the village was under attack by a fog giant and some goblins. The PCs represent Adit's first chance to fight back, but the situation is delicate because the bandits will slay the women and children if a counterattack is anything but swift. The bandits have one disadvantage; they are theiwar and dislike sunlight. They tend to stay inside during the day.

The players have exactly 15 minutes of real time to make plans before Bise arrives.

G. Temple: Two 2nd-level bandits are guarding the village women here. The women are chained and don't require much watching. If an alarm sounds, one guard goes to investigate while the other stays behind. If the PCs attack the temple, or if a fight breaks out at area I, the bandits set fire to the temple and join the fight. The temple is mostly wood, and prisoners inside will die in three turns unless rescued.

H. Smithy: Two 3rd-level bandits watch over the 20 village males not working in the mine. All the prisoners are chained. Three prisoners are working the smithy's forge and bellows, making arrowheads for the bandits while the guards watch. One bandit will answer any alarm. If the smithy or the mill is attacked, the bandits fire the smithy and join the fight. The smithy, however, is mostly stone, and the prisoners will suffer 1d8 points of damage each from the burning thatch roof at worst.

I. The Mill: This three-story, stone building overlooks a dam and a pond. Overflow from the dam turns a water wheel. The bandits have the wheel going full speed, which makes swimming in the pond dangerous. (Swimming checks are made at a -4 penalty. Swimmers who fail are sucked under



the waterwheel where they must save vs. death magic or be drowned and crushed; success still results in 4-32 points of damage, and the victim is washed into the stream south of the mill.)

A 3rd-level bandit watches the town from the top floor. He can see everything north of the mill, but is not paying much attention to areas A and C, which have their own guards.

Two 2nd-level bandits guard the children (who are kept in chains) on the second floor. Dyne is asleep here. If he hears an alarm he climbs to the third floor to investigate. If the PCs attack the mill, he remains on the third floor casting spells at the PCs. If threatened with death or capture, he bluffs about hitting the second floor with a *cloudkill* spell (the one he used earlier came from his *ring of spell storing* and cannot be re-used).

Bise and the remaining four bandits (two 1st-level fighters, one 2nd-level fighter, and one 3rd-level fighter) are asleep on the ground floor. Bise and the 3rd-level fighter go to investigate any alarm.

Battling the Bandits

The battle most likely will begin when Bise and the two bandits arrive at the trading post to see what the PCs are up to. If attacked, Bise hurls a huge rock at the PCs, then flees to the mill with his *boots of speed,* leaving the bandits to their fate. When he reaches the mill, Bise climbs to the third floor, where he can hurl rocks at the PCs and villagers (he has three more rocks). He and Dyne stick together during the battle.

Hill Dwarves—neidar (50): Int Very; AL NG; AC varies; MV 6; HD varies; hp varies; THAC0 varies; #AT varies; Dmg by weapon; SZ M (4'-5' tall); ML 13; XP varies. Armor class, hit dice, hit points, THAC0, attacks, damage, and experience value vary by type of dwarf as follows:

1st-level fighters (21): AC 6 or 10; HD 1; hp 8 each; THAC0 20; #AT 1; Dmg 1-8+1 or pummel; XP 15 each.

2nd-level fighters (3): AC 10; HD 3; hp 21 each; THAC0 ;19 #AT 1; Dmg 1-8+1 or pummel; XP 35 each.

Women & children (25): AC 10; HD 1; hp 4 each; THAC0 N/A; #AT nil; Dmg nil; XP nil.

Adit: AC 10; HD 5 (F5); hp 30; THAC0 16; #AT 3/2 or 1; Dmg 1-8+5 or pummel; SA +2 attack bonus, +5 damage bonus from battle axe specialization and 18/21 strength; XP 175.

Brae: AC 10; HD 3 (P3); hp 18; THAC0 18; #AT 1; Dmg 1-8; XP 120. Her spells are *cure light wounds (x2), bless; silence 15' radius, aid.*

Bandits—theiwar (18): Int Average to Low; AL CE; AC varies; MV 6; HD varies; hp varies; THAC0 varies; #AT varies; Dmg by weapon; SZ M (4'-5' tall); ML 13; XP varies. Armor class, hit dice, hit points, THAC0, attacks, damage, and experience value by type of dwarf as follows:

1st-level fighters (9): AC 5; HD 1; hp 10 each; THAC0 20; #AT 1 or 2; Dmg 1-8+1 or 1-3 + poison (x2); XP 35 each.

2nd-level fighters (3): AC 5; HD 2; hp 12 each; THAC0 19; # AT 1 or 2 ; Dmg 1-8+1 or 1-3 + poison (x2); XP 65 each.

3rd-level fighters (4): AC 5; HD 3; hp 19 each; THAC0 18; #AT 1 or 2; Dmg 1-8+1 or 1-3 + poison (x2); XP 120 each.

Bise: AC -2; HD 10 (F10); hp 55; THAC0 11; #AT 2 or 1; Dmg 1-8+12 or 1-4+2 and poison; SA +6 to hit on melee attacks from stone giant strength and battle axe specialization, hurl rocks up to 16 yards for 1d12 points of damage; XP 5,000.

Magical Items: *shield +2*, chain mail +2*, battle axe +2, girdle of stone giant strength, 20 quarrels +2, boots of speed.*

Dyne: AC 2; HD 5 (P5); hp 20; THAC0 18; #AT 1; Dmg 1-8+1; SD *protection from fire, affect normal fires, charm person, lightning bolt, wall of fog, shadow magic, blink,* and *levitate* once per day; XP 975.

Magical items: *chain mail +1, shield +1*; ring of spell storing (magic missile)*

Dyne's spells are *command (x2), sanctuary, darkness (x2); hold person (x4), chant; dispel magic, curse.*

(*—Indicates an item looted from Hearthstone.)

If the PCs help rescue the hostages, Adit gladly will let them have all the bandit's magical items, but he insists the villagers' magic be returned. He also offers the PCs 1,000 stl in assorted gems. If the PCs accepted the jeweler's mission (see *Set Up),* he offers to pay them 500 stl in lieu of their 10%, as he wishes to deliver the gems himself.

ICE BEARS (8)

Terrain: Arctic Coastline
Total Party Levels: 30 (average 5)
Total gp XP: 20,000
Monster XP: 5,685
Story XP:
Complete: 7,000 Defeat: 3,000
Retreat: 1,500

SET UP

- The party enters a coastal town to rest and buy supplies. While going about their business, they witness an ice folk hunter and a merchant haggling over several ice bear coats made by the local ice folk tribe. The merchant eventually agrees to pay the equivalent of 700 steel pieces a coat and offers to buy additional coats at the same price. The hunter shrugs and says his tribe is through hunting bears for this year.

- A circus owner or animal trainer offers to pay 2,000 stl for a live ice bear, double that for a live cub.

THE LAIR

A female ice bear and her cubs have made their lair in a small iceberg floating about 300 yards from the nearest land. A few male bears lair in icebergs nearby. The bears spend most of their time climbing on the ice or swimming in the sea. Only the males venture onto land. The PCs will have to fly, swim, or take a boat to get to the lair, although they can see the bears moving around near it from the shore.

SCAVENGING

As the party moves up the coast, searching for ice bears, they come upon an Ice Folk village that was abandoned when the tribe moved on for the year. The village is a collection of 18 huts enclosed by a circular wall of snow about nine feet high and 40 yards across. The village is hard to see from a distance, but the large flock of seabirds gathered around it is not.

The ice folk took everything of value with them when they left, but that has not stopped an ice bear from entering the village to scavenge. The birds were drawn to the village as the bear prowled around, tearing at the huts and digging in trash piles. If the party pauses outside the wall, they can hear the sounds of rending and destruction, punctuated by the cries of the birds and an occasional grunt or snort.

When the party enters the village, the bear is out of sight in one of the huts; however, there are birds everywhere. Any loud noise will scare off the birds, but will alert the bear.

If the party does not scare away the birds, they can quickly locate the bear, as it is tearing up the floor in one of the huts to get at some old seal meat stored underneath. If the party does scare off the birds, the bear waits quietly next to the door, hoping to surprise the PCs. The party must search the huts to find the bear.

As soon as the bear finds itself outnumbered by more than two to one, it crashes through the hut's wall and tries to circle around behind the PCs. If the party did not scare away the birds, this does. The whole village is briefly obscured by a cloud of flapping wings and loose feathers. In the confusion, the bear gets behind the PCs and delivers a rear attack.

Ice Bear: Int Low; AL N; AC 6; MV 12, Sw 3; HD 6+2; hp 32; THAC0 15; #AT 3; Dmg 1-8/1-8/2-16; SA claw hit on an 18 or better (or any successful attack roll 5 or more higher than needed to hit) indicates a hug for an additional 2d6 points of damage; SD immune to cold temperatures and cold-based attacks, continues to fight for 1d4 rounds if reduced to 0 to -8 hit points, dies immediately if reduced to -9 hit points or less, -3 to surprise rolls; SZ L (12' tall); ML 10; XP 975.

ICEBERGS

When the PCs get near the lair, they spot a single bear (one of the males) swimming in the water in the midst of a group of five small icebergs, each about 10 yards across and about 20 feet high.

The bears are very wary of humans, and the swimming male will attack any PC who comes within 50 yards. The bear will climb into the PCs boat (if they have one) and can capsize a canoe or other small craft. Although the water doesn't affect the bear, PCs who enter it must make swimming checks to stay afloat and take 1d4 points of non-



magical cold damage each round until they leave the water and don dry clothes.

The bear's angry growls alert the other bears in the vicinity. Three cubs and an adult (the female) dive into the water from atop icebergs and disappear behind the ice. Three additional males appear and move to the attack, trying to surround the PCs.

Last Stand

When the males have been defeated, the party can search for the female and the cubs. They had dived underwater and climbed into a cavity inside one of the icebergs. The cavity's entrance is submerged, about 10 feet below the surface. To get into the cavity, the PCs must swim up 10 feet, then climb another 10 feet of wet, slick ice. The cavity is roughly spherical, about 30' across with a seven-foot exit/entrance hole in the floor. With their bulk and claws, the bears have little trouble getting in and out, but the PCs probably will have difficulty.

If the PCs try to come up the hole, the female will try to block it with her body and engage in melee with the characters one at a time. If any PCs get past the female, the cubs will fight.

Adult Ice Bears (4): Int Low; AL N; AC 6; MV 12, Sw 3; HD 6+2; hp 47, 31, 29, 29; THAC0 15; #AT 3; Dmg 1-8/1-8/2-16; SA claw hit on an 18 or better (or any successful attack roll 5 or more higher than needed to hit) indicates a hug for an additional 2d6 points of damage; SD immune to cold temperatures and cold-based attacks, continues to fight for 1d4 rounds if reduced to 0 to -8 hit points, dies immediately if reduced to -9 hit points or less, -3 to surprise rolls; SZ L (12' tall); ML 10; XP 975 each.

Ice Bear Cubs (3): Int Low; AL N; AC 6; MV 12, Sw 3; HD 4; hp 16 each; THAC0 17; #AT 3; Dmg 1-4/1-4/1-8; SA hug for 1d6; SD immune to cold temperatures and cold-based attacks, continues to fight for 1d4 rounds if reduced to 0 to -8 hit points, dies immediately if reduced to -9 hit points or less; SZ M (5' tall); ML 10; XP 270 each.

The lair contains no treasure, but live bears can be sold for the amounts given in the *Set Up* section. Bear pelts in good condition sell for only about 150 stl each. Only completed coats sewn with ice folk skill can fetch the 700 stl price mentioned in the *Set Up* section.

IRDA (I)

Terrain: Hills or Plains
Total Party Levels: 6 or more (average 1 or more)
Total gp XP: 1,521
Monster XP: 5,350
Story XP:
Complete: 5,000 Defeat: 500
Retreat: 250

SET UP

- There are rumors of a ferocious giant that is spreading terror near a small town.

- The PCs hear rumors of a strange elven hermit who lives in a cave. The elf is rumored to be a very wise sage, but charges a strange fee for his services; he is interested only in maps of unexplored places and information about incidents during the War of the Lance.

- The PCs meet a group of fellow travelers who tell them about an encounter they had with a strange-looking being, either a skinny gnome or a very large kender, who was selling vegetables at the side of the road. The creature, who called itself "Ira," told them exactly what they had eaten the night before and offered its wares as a change of pace. While the travelers haggled, "Ira" asked them an endless stream of questions.

BACKGROUND FOR THE DM

Iraimbaud, an irda wizard of the white robes, has settled down in Ansalon to try and get acquainted with the non-irda races of Krynn. He usually poses as Merabeau, a half-elven scholar who values his privacy but is willing to trade knowledge for knowledge.

When Solinari is in high sanction, Iraimbaud enjoys extra spells, a saving throw bonus, and a general increase in power and confidence. He gathers up produce, preserves, and beverages from his gardens and cellars and poses as a farmer selling his wares at the roadside. He takes the guise of Ira, a gnome. Unfortunately, Iraimbaud's minimum size when shape changing is about four feet tall, so he isn't a very convincing gnome.

Recently, Iraimbaud grew tired of constantly using an assumed form and began taking nighttime strolls in his natural form. Some of his neighbors caught a glimpse of him doing so, and these sightings have given rise to alarming stories about a monster.

THE LAIR

Iraimbaud lives about five miles from the hamlet of Cheanchilde (or any other small community in the campaign world). This allows him to observe the townsfolk, but keeps him far enough away to assure privacy (or so Iraimbaud thinks).

Iraimbaud cultivates fruit trees and tends a bountiful vegetable garden and an exquisite flower garden. He actually lives in a cave whose entrance is hidden within a mass of woody shrubs on a hillside. A family of giant skunks lives in a cave nearby, and Iraimbaud has befriended them after many hours of patient and gentle persuasion. The whole area is extremely well tended, but also very natural looking. Iraimbaud has harmoniously blended every aspect of his handiwork into the untamed landscape.

Inside his cave, Iraimbaud keeps a few bits of homemade furniture, a cache of notes and scrolls about the history of Krynn and of the Irda, and an extensive diary. He also keeps an assortment of preserved fruits and vegetables and many casks of wine and cider. Iraimbaud also uses his skills as a wizard and herbalist to manufacture potions of *invisibility* and *extra healing.* He keeps these mostly for his own use and does not sell them. However, if the PCs do him some great favor (such as telling him where a captive irda is imprisoned or getting the townsfolk to accept him in his irda form), he might be grateful enough to give them one as a gift. Iraimbaud currently has three potions of *extra healing* and four potions of *invisibility.*

CHEANCHILDE

Cheanchilde is a quaint hamlet with about 20 houses, a mill, and a small inn. There is a blacksmith and a potter; the other residents farm the surrounding fields. Travelers and adventurers pass through the town fairly often, and the locals usually are polite to visitors.

The people of Cheanchilde have been com-

pletely taken in by Iraimbaud's disguises. They fear his natural form and are convinced that a monster is stalking their cattle and their children. The hamlet is kept well lit at night, with the children locked up tight in the houses and all the livestock corralled together and kept under guard. During the day, the residents allow the kids to play in the streets and their animals to graze, but they keep a close watch on both.

Most locals know about "Merabeau," the famous sage, but resent the "elf" for not killing the monster.

The residents don't know what to make of Ira and his fruit and vegetable cart. The innkeeper is the only local that buys his wares regularly. Most residents view him as an eccentric being with strange ways and are very glad not to have him as a neighbor.

If the PCs speak with the townsfolk, they can might pick up any or all of the following information:

- The famous elven (some say half-elven) sage Merabeau lives on the other side of the hills north of town. He is interested only in obscure historical tales and his flower garden. Don't count on him for help with anything.
- Nobody knows who or what Ira is. Most people think he's some kind of gnome—that ridiculous cart of his had to come from Mount Nevermind. Some people suspect Ira is a kender, and they watch their goods when he's around. Ira doesn't live anywhere nearby. He appears outside town every month or so, stays exactly nine days, then cranks up his gnomish cart and trundles down the road.
- About two months ago, a hunter found some strange tracks near the fields outside of town. Just before dawn several mornings later, a plowman saw a huge figure—a giant or an ogre at least—hiding in the woods near the same spot. The creature is almost certainly watching the town, waiting for an opportunity to make an attack. An adventuring group who killed the beast could expect a considerable reward—at the very least two of the best horses or cows that the local farms can produce. If the PCs insist, they can view these animals, which have a total market value of 500-1,000 stl.
- About three weeks ago, the community's elder farmers went to see Merabeau about the monster. The sage seemed amused by the elders'



concerns and suggested that they attempt to communicate with the creature. The elders took this as a sign that Merabeau was uninterested in the problem.

Merabeau

The PCs can find Iraimbaud's gardens fairly easily if they follow the river. They also can get directions from the people of Cheanchilde if they spend some time looking for someone who has been to visit Merabeau. The cave entrance is almost undetectable (treat as a secret door).

If the PCs visit the area, they find "Merabeau" tending his gardens or fishing in the stream. If the PCs make a point of looking around they notice fruits, herbs, flowers, and vegetables growing in well-tended beds.

Iraimbaud knows a lot about Krynn's history, the origins of the races, and about the War of the Lance. The latter topic is his favorite subject. If asked questions about the history of Ansalon, Iraimbaud can function as a sage with historical knowledge (see *DMG,* "NPCs (Sages)"); his basic score is 17.

If questioned about the creature, Iraimbaud tells the PCs there is no real danger. He assures them that he would be the first to know about any nearby savage beasts.

If the PCs mention Merabeau's apparent race, Iraimbaud takes the opportunity to play his role to the hilt. He pretends to be offended by any suggestion that the PCs are at all concerned with his race, and he asks them why they might think a full human or a full elf would make a better sage.

If the PCs attack Iraimbaud or try to damage his gardens, he uses his spells to drive them away; he would rather force enemies to flee than kill them. If forced to fight, Iraimbaud begins by casting *animal growth* on his friends, the giant skunks, who promptly spray the aggressors with musk.

If the PCs accuse Iraimbaud of posing as Ira, he quietly admits it, but remains in character as Merabeau. He explains that one of the best ways a sage can get good information is to ask anonymous questions. If the PCs accuse the irda of being connected with the monster in any way, Iraimbaud grows wary and uses his *medallion of ESP.* If he believes the PCs can be trusted, he admits everything, hoping to get the PCs to help him get on friendly terms with the townsfolk while he is in his natural form. If the PCs seem to be prone to violence, Iraimbaud denies everything.

Giant Skunks (5): Int Animal; AL N; AC 7; MV 9; HD; 5; hp 33, 30, 28, 23, 21; THAC0 15; #AT 1; Dmg 1-6; SA squirt musk; SZ M (6' long); ML 9; XP 270 each.

Ira

Whenever Solinari is in high sanction, Iraimbaud plays the role of Ira, a gnomish merchant with a taste for the outdoors. He gathers up a huge sack of fruit, vegetables, cut flowers, herbs, and various preserves and wines. He places these in his cart and wheels it to the bridge west of town. Except for its huge size, the cart looks like a normal, two-wheeled pushcart. It is painted bright green and yellow and is topped with a black smokestack and a big brass bell. Black and gold lettering on each side proclaims: "Ira Tallfellow, Green Grocer & Vintner." A huge blackened steel crank protrudes from the front of the cart.

Iraimbaud parks the cart at the foot of the bridge, where he fishes in the stream and hawks his wares. He sleeps under the cart at night. After nine days (when Solinari's high sanction ends) he makes a great show of turning the crank, which emits a terrible mechanical racket. (This has no real effect, but Iraimbaud hopes people will think the cart is self-propelled so that they don't wonder how such a small being can push such a big cart.)

"Ira" isn't concerned about getting the best prices for his goods. His real purpose is to lure people out to chat so he can pump them for information about the world. He uses his *medallion of ESP* to learn as much as he can. He claims to be an acute observer and uses the medallion to discover personal facts about the characters (where they have most recently traveled or the type of food they last ate). Iraimbaud does this to hold a visitor's interest and keep him talking longer.

Tracking the Monster

Iraimbaud used to take walks along the river to enjoy the trees and the sound of running water. He would turn back when he reached the end of the trees just north of the fields. This also is where he has hidden Ira's vegetable cart.

Places where the PCs can find tracks are marked on the map. Iraimbaud has left no discernible tracks anywhere else. Any character can find these tracks. However, characters with Tracking proficiency can attempt a tracking roll to get more information. Success reveals that the creature that left the tracks was bipedal, between six

and seven feet tall, and was walking slowly. Any character who finds the tracks can tell that whatever made them has visited the area on numerous occasions. The tracks go both toward and away from the town, indicating that the creature has come and gone several times.

A careful search of the southeast end of the woods reveals Ira's cart, hidden in a concealed pit. Iraimbaud keeps it here so he doesn't have to push it the whole distance to and from his cave; this also circumvents leaving any tell-tale cart tracks that could reveal the location of his cave. The cart is heavy, and man-sized or smaller creatures need at least 24 points of strength to haul it out. Iraimbaud's ogre-sized stature makes this task easier.

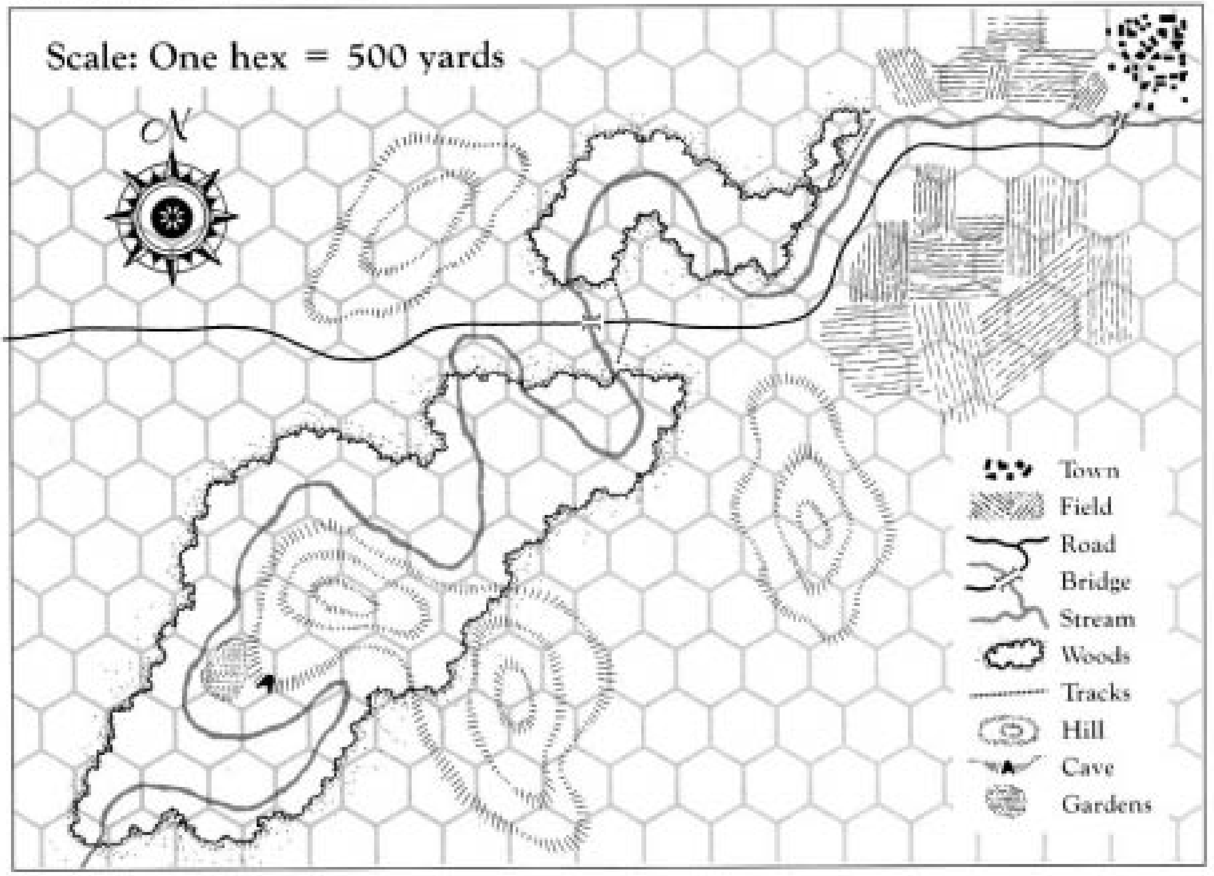
Since the elders visited him, Iraimbaud has stopped taking his walks. If the PCs wish to lie in wait for the creature, they will have no luck. However, Iraimbaud still intends to put in an appearance as Ira at Solinari's next high sanction. If the PCs persist until the night before high sanction, they can catch him. Iraimbaud comes along, in his natural form, with a huge sack of fruit and vegetables over his shoulder. When attacked, Iraimbaud tries to surrender. Once captured, he explains the reasons behind his comings and goings. If the PCs attack to kill, Iraimbaud drops his sack and uses *dimension door* to escape.

Iraimbaud: S 18, I 19, W 10, D 11, C 12, Ch 16; AL CG; AC 10 (4 or better with *shield* spell); MV 9; HD 10 (W10); hp 38; THAC0 17; #AT 1; Dmg 1-10; SA one extra spell at the highest available spell level; SD *shape changing,* immune to 1st-level illusions; SZ M (6' tall); ML 12; XP 4,000.

Spells: *sleep, cantrip, shield, charm person; summon swarm, scare, fog cloud, detect invisibility; slow, hold person, dispel magic, tongues*; dimension door, fire shield, minor globe of invulnerability*; transmute rock to mud, domination, animal growth, wall of force*.*

Magical items: *medallion of ESP, amulet of proof against detection and location, pearl of power (recalls one first-level and one second-level spell), potion of extra healing (x3), potion of invisibility (x4).*

(*—Indicates an additional spell carried when Solinari is in high sanction.)



KANI DOLL (20)

Terrain: Plains
Total Party Levels: 24 (average 4)
Total gp XP: 1,618
Monster XP: 1,350
Story XP:
Complete: 2,000 Defeat: 1,500
Retreat: 250

SET UP

- The PCs find a ruined village. Foundations of about 30 buildings are visible. A search reveals only some gnawed human bones.

- The PCs find an old signpost. The inscription on it is archaic and almost completely weathered away, but it can be read with magic or with a rogue's read languages skill. It reads: "Beyond lies the unfortunate village of Pagra, destroyed by the curse of Nepsbit. If you seek Nepsbit's treasures, beware the curse of Nepsbit."

- A collector of kani dolls hires the PCs to hunt for more dolls. He gives the PCs directions to the ruins of Pagra. The collector will pay 75 stl each for a bear, rabbit, or raccoon doll. If the PCs can bring back an undamaged, animated doll, the collector will pay 500 stl for it.

THE LAIR

Years ago, Nepsbit, a shaman, became bitter after a dispute with his neighbors. He began to create evil kani dolls to work his revenge.

The villagers discovered the source of the dolls and attacked Nepsbit. The angry villagers trapped Nepsbit in his home and burned it to the ground. However, the shaman retreated with his dolls into a secret cellar and escaped the flames. Although Nepsbit was trapped under the smoldering remains left by the fire, he was able to send several of his dolls out of the cellar the next day. These dolls set fire to the rest of the village. The shaman's dolls were unable to free him from the cellar, and Nepsbit soon died. His spiteful, evil nature eventually caused him to rise as a ghast. Nepsbit still lurks in his cellar, sending forth his dolls to do his bidding.

The foundations of Nepsbit's cottage lie hidden among some tall weeds near the outskirts of the village. The PCs can find them after two hours of searching. Also, characters with tracking proficiency can attempt a proficiency check anywhere inside the village. Success reveals lots of faint, tiny tracks crisscrossing the ruins. The PCs can trace these tracks back to the ruins of Nepsbit's cottage.

Once the PCs locate the foundation, a successful check for secret doors or a tracking roll reveals the entrance to the cellar. If the PCs spend a lot of time tramping around the foundation, there is a 1-in-8 chance each turn that a portion of the floor gives way, dropping a PC into the cellar.

The 20' by 30' cellar is damp and stinky. Nepsbit, alerted by the PCs' footsteps, is hiding under a workbench. When the PCs enter, a swarm of human and great cat kani dolls attack. One round later, Nepsbit joins the melee, positioning himself so that his carrion stench affects as many PCs as possible. One round after that, owl kani dolls drop from the ceiling, attacking PC spellcasters.

Kani Dolls (20): Int Nil; AL CE; AC varies; MV varies; HD 2; hp 10 each; THAC0 19; #AT 1; Dmg 1-4; SA holds on and automatically chews for an additional 1 hp of damage a round once a hit is scored; SZ T (6" tall); ML Never checks morale; XP 35 each. Armor class and movement varies by type of doll as follows:
Human (70): AC 10, MV 12
Great Cat (5): AC 9, MV 15
Owl (5): AC 8; MV Fl 3 (B)

Nepsbit (Ghast): Int Very; AL CE; AC 4; MV 15; HD 4; hp 20; THAC0 17; #AT 3; Dmg 1-4/1-4/1-8; SA melee hit causes save vs. paralysis or be paralyzed for 5-10 rounds, stench causes save vs. poison in a 10' radius or attack at a -2 penalty; SD immune to *sleep* and *charm* attacks, turns as a ghost; SZ M (5' tall); ML Never checks morale; XP 650.

Nepsbit wears an inanimate human kani doll of luck on a thong around his neck. This functions as a *stone of good luck +1* and saves as rope.

Nepsbit's treasure consists of 1,347 gp in a locked wooden chest and several complete but inanimate kani dolls: 3 rabbits, 12 humans, 3 great cats, and 3 owls. The collector mentioned in the *Set Up* section will buy all the rabbit dolls. The remaining dolls can be sold for 2 stl each. If the PCs manage to capture any animated dolls intact, the collector will buy only one such doll. Anyone else the PCs encounter will insist that the animated dolls be burned.



KNIGHT HAUNTS (6)

Terrain: Road
Total Party Levels: 48 (average 8)
Total gp XP: 450
Monster XP: 12,000
Story XP:
Complete: 15,000 Defeat: 6,000
Retreat: 2,000

SET UP

- The PCs stop for a rest at an inn and are urged to stay the night to avoid the "restless spirit" that haunts the road in the moonlight.

- The PCs hear a bard's song about a haunted bridge and a foolish lad who took a dare and fell prey to its "ghost."

- The PCs uncover a map or diary that purports to give the location of an enchanted sword once owned by the valiant knight Wulfgar Foerolles.

THE LAIR

During the shadow years, the Rose Knight Wulfgar Foerolles and his followers fought a battle to defend a stone bridge from an army of bandits. Wulfgar was successful, but he and many of his subordinate knights were slain. Wulfgar and several of his best knights soon returned at Solinari's next full phase as knight haunts. For many years, they kept busy cleansing the former battlefield of evil creatures that lurked there. Now, however, they are simply mad apparitions. They attack almost anything, but always seek evil foes in preference to any other.

Wulfgar and his companions roam their old battlefield each night Solinari is full (nine nights out if its 36-day cycle). Locals have learned to stay far away from the bridge and the surrounding fields on these nights.

The battlefield is about one mile square, with a stream running down the center. An ancient road crosses the stream at a right angle via a stone bridge in the center of the battlefield. During the day, the battlefield is a lonely and desolate place. Vultures often circle overhead, searching for Wulfgar's most recent victims. Characters searching the battlefield discover many types of bones, all picked gleaming white by scavengers, and all bearing sword cuts. Other than the vultures, the only living things visible are a few insects, and a flock of sheep grazing on a nearby hillside.

When flooded with Solinari's light, the battlefield is an eerie place of ghostly blue light and inky purple shadows. Nothing stirs or makes a sound, not even a cricket.

SHEPHERD

Ringle, a human shepherd, grazes his flock of 30 sheep on the hills above the battlefield. In the spring, when the grass is very green, he brings his flock down onto the battlefield, but only during daylight.

If the PCs investigate the flock of sheep, they are greeted by several barking dogs and a hoarse "Who goes there?" from Ringle.

Ringle is a bit lonely and gladly will converse with the PCs if they aren't hostile. He's been a shepherd in these parts for 40 years and knows quite a bit of lore about the place. The PCs can learn a great deal if they speak with Ringle. This is not easy, however, as the old man constantly breaks the conversation by whistling to his dogs or throwing pebbles at low-flying vultures. Even when Ringle or the PCs are speaking, the bleating of sheep punctuates every word. The following is what Ringle can tell the PCs:

- The fields below the hillside were the site of a great battle just after the time of the Cataclysm. A knight named Walgar didn't want somebody else to use the middle bridge. ("Walgar" is a mispronunciation of Wulfgar that has arisen over time.)
- Outsiders tend to be a lot more interested in the battlefield than the locals are because it is haunted by spirits left over from the battle. The spirits seem to be attached to the bridge, even though it has been rebuilt many times since the battle.
- Ringle's grandfather could recall a time when a party of adventurers much like the PCs came to fight the spirits. They spent the night near the bridge and were never seen again.
- More recently, a foolish boy from a nearby village took a dare and spent the night of the full moon at the bridge. His decapitated body was found the next morning.

- The spirits are not always hostile, especially if you are respectful and stay away from the bridge. When Ringle was a boy, wolves attacked his flock one night. Ringle heard them howling at the moon and decided to try to avoid the wolves by driving his flock down on the plain. The wolves followed and Ringle thought his sheep were lost. Just as the wolves were closing in, half a dozen golden figures in old armor strode out of the moonlight and attacked the wolves with swords. Ringle drove his flock back up the hill and the wolves didn't follow. Since then Ringle has been down on the battlefield many times grazing his sheep on spring grass and nothing has bothered him. Still, local wisdom says that the battlefield belongs to the spirits when any moon shines overhead, and Ringle has always followed that wisdom, except for that one time in his youth.
- There really isn't much to see down on the battlefield. Occasionally one can find the odd bit of armor, arrowhead, or other trinket left over from the battle, but that's all. Animals seems to avoid it, and the hunting is no good down there.

If the PCs ask which moon was shining on the night of the wolf attack, Ringle says it was Solinari and that it was full. If asked, Ringle says that Solinari was full the night the boy died. If asked to describe the golden figures he saw in more detail, Ringle says they didn't seem to have any hands or faces, just a golden glow inside solid plates of metal armor.

Ringle survived his encounter with the knight haunts only because they preferred to attack the wolves instead of him. (A knight haunt's innate sense of honor prevents it from harming defenseless opponents. The boy was killed only because he tried to defend himself.) The fact that Ringle wasn't near the bridge was of no consequence.

If the PCs enter the battlefield during a night when Solinari is full, the knight haunts will attack them no matter where they are. The knight haunts form a line with 10 feet between each individual. The weakest knight haunts are in the middle and the strongest at each end. They charge the PCs. Any PCs on watch notice movement when the knights are 100 yards away. When the knight haunts get into melee range, the center engages the party's warriors while the knight haunts on the ends flank the PCs and move in on the PC spellcasters. When the haunts attack, each PC must roll 1d20. If the number rolled is higher than the character's combined Wisdom score and experience level, the character is horror struck and suffers a -4 penalty to all dice rolls for the rest of the battle. This horror check must be repeated every time the knight haunts slay a character.

Knight haunts can detect magic in a 50-foot radius and will always attack the most powerful magical opponent available. They also attack evil characters before good ones.

Knight haunts never attack knights of Solamnia. If one of the PCs is a knight of Solamnia, the knight haunts fall back toward the bridge, returning only attacks made by nonknights. Once at the bridge, they split into two rows, one on each side of the roadway. They will allow the knight to pass between them but will attack any other character who tries to cross. If the knight attacks the knight haunts on the bridge, one falls back before the knight, while the rest slip past and attack the remaining characters.

Knight Haunts (6): Int Low; AL LG; AC 0; MV 9, HD 8; hp 56, 48, 48, 48, 42, 40; THAC0 13; #AT 2; Dmg 1-8/1-8; SA can cause horror; SD immune to *cold, sleep, charm, hold, paralyzation,* and all forms of mental control, cannot be turned by LG priests; SZ M (6' tall); ML 16; XP 2,000 each.

The most powerful knight haunt (Wulfgar, 56 hit points) wields a lawful good *long sword +3.* It has the ability to speak Solamnic, *detect magic,* and grants its wielder the ability to fly (personality score 21). The sword also gives this knight a +3 attack and damage bonus. Wulfgar wears *plate mail +2* and carries a *shield +2* (AC -2). Two of the lesser knight haunts (48 hit points) have *long swords +1.*

If the PCs defeat Wulfgar and his companions in battle, they must douse all the knights' armor (all Solamnic plate mail) with holy water. Otherwise, the knight haunts will rise again at Solinari's next full phase. Any armor (undoused) taken from the knights is automatically teleported back to them, but swords are not.

If the PCs search underneath the stone bridge, they will find a *ring of protection +2* and 450 stl scattered among pebbles in the stream bed. These once belonged to the adventuring group Ringle mentioned.

KODRAGON (I)

Terrain: City
Total Party Levels: 6 (average 1)
Total gp XP: 890
Monster XP: 2,120
Story XP:
Complete: 4,500 Defeat: 2,000
Retreat: 1,000

SET UP

- The PCs witness a dispute between a baker and an innkeeper over an unattended item found in a local inn.

- The PCs overhear an innkeeper complaining about an imp or fairy that has damaged his records. Early one morning he found his desk covered with spilled ink and one of his ledgers covered with tiny, inky prints.

- The PCs hear a tale about a clay tablet discovered at a local inn. It is about the size of a man's hand and is covered with alien writing.

THE LAIR

Several astral dragons are wondering how their descendants, the good and evil dragons of Krynn, are getting on. They dispatched Cyvon, a young kodragon, to survey the situation.

Cyvon has taken up residence in an unused attic with a colony of bats and a nest of giant rats for company. Cyvon has made several forays into the surrounding neighborhood. He has mostly kept out of sight, and most townsfolk who have glimpsed him have mistaken him for some sort of bat.

Recently, Cyvon was hidden in the rafters above the common room in the Southern Light Inn, watching, listening, and writing down all he saw and heard on one of the small clay tablets kodragons use to record their experiences. While trying to get more comfortable, Cyvon dropped the tablet; he began to fly out of the rafters to get it, but quickly realized he was going to be seen and flew back into the rafters and teleported back to his attic. Several customers saw Cyvon, but the room was dark, the customers had been sampling the innkeeper's ale, and Cyvon once again was mistaken for a bat.

The local baker, Marchal, was seated where the tablet fell. He showed it to several other patrons, but nobody claimed it or could identify it. Marchal took the tablet to his shop and put it on display as a curio. This helped increase traffic in the bakery, much to Marchal's delight.

The owner of the Southern Light, Wezley, was not at all pleased, however. Wezley felt he had a claim to the tablet and has had at least one loud argument with the baker over it. To complicate matters, Cyvon, who continued his surveillance, quickly determined where his tablet was and retrieved it using his teleportation ability. This intensified the feud between Marchal and Wezley.

THE TALE OF THE TABLET

The PCs can start their inquiries at either the Southern Light or at the bakery. Smart PCs will visit both locations. The PCs can learn the following at the inn:

- Strange things have been happening at the inn lately. A week ago, Wezley found inky footprints covering a page of records showing the contents of his stockroom. The PCs can see the footprints, as Wezley is anxious to have them identified. A successful tracking skill reveals them to be reptilian.
- Bats have been seen flying around the rafters in the common room almost every night for the past two weeks. Nobody knows how they are getting in and out, and nobody has been able to catch them. (If the PCs press the matter, they learn that only one bat has been seen at a time.)
- There are a few bats in just about every unused attic in town. Most of the locals ignored them until now, but some people are afraid they represent some ill omen.
- Marchal, the baker, found a strange clay tablet in the common room several nights ago. He claimed it for his own and put it on display in his shop in spite of the fact that lost items are to be kept by the innkeeper in case the owner claims them. Unclaimed items become the inn's property. Nevertheless, Wezley did not steal the tablet from the baker's shop.

The PCs can learn the following at the bakery:

- Marchal found the tablet late one night at the Southern Light Inn; it just flopped onto his table, almost out of thin air. Marchal couldn't find out who dropped it, so he kept it.



- Marchal didn't see any bats at the inn that night, but some of his friends said they did. (If the PCs question Marchal's friends, they learn that only one bat was seen.)
- Marchal kept the tablet for three days. It was great for business, except when Wezley, the owner of the inn, came into the bakery and shouted that the tablet belonged in the inn. Marchal would gladly have given up the tablet to the rightful owner, who certainly wasn't Wezley.
- On the morning of the fourth day, Marchal opened his shop and found the tablet missing. The thief also had stopped to poke a few holes in some day-old merchandise. (If the PCs ask, they can see part of a damaged cake—Marchal doesn't let his day-old wares go to waste, as his ample middle attests. A successful tracking roll reveals the marks in the cake to be the footprints of some reptile. If the PCs have seen the inky prints of Wezley's ledger, they can tell they are the same kind of prints, even without a tracking roll.)
- The tablet was nine inches long, six inches wide, and about half an inch thick. One side was smooth, but the other side was covered with some kind of writing. Marchal did make a special batch of salted rye hardtack to sell to customers who were curious about the tablet. Each hardtack biscuit was identical to the original tablet, and Marchal still has a few for sale, ". . .for a mere 2 cp each."

The hardtack is a 100% accurate replica of the tablet, down to the writing. A *comprehend languages* spell or successful use of the rogue read languages skill reveals it to be a set of random notes. They include snatches of gossip, all the local rumors, and the like. The information has no obvious value. Only one bit of information stands out—the notes include a shopping list of sorts. Several kinds of food and beverages are listed in large quantities.

The Search

Both Marchal and Wezley are interested in uncovering the "thief" who took the tablet (though Marchal is convinced it was Wezley). Marchal offers the PCs all the fresh bread, pastries, and soup they can eat while they track the thief. Wezley offers the PCs free rooms while they investigate. Both men also offer a modest sum of cash (20 to 120 stl per character) for recovering the tablet. Although the rewards offered are small, neither man will tolerate

goldbricking. If the PCs aren't actively investigating, their employers will refuse to honor the deal.

The PCs are free to examine both the bakery and the Southern Light Inn for additional clues. However, the only clue they find is that there are no clues. There are no signs of forced entry, nothing (other than the tablet) is missing, and there are no openings in the Southern Light big enough to admit a bat.

The PCs can get a glimpse of Cyvon by spending an evening in the Southern Light's common room and watching the rafters. At least one PC will get a glimpse of Cyvon's tiny, furry, reptilian form before the kodragon teleports to safety.

The PCs can locate Cyvon's attic by watching the rooftops at dusk and dawn. This reveals a large group of bats streaming into and out of a large building not far from the inn. A visit to the attic reveals more than the PCs bargained for.

Giant Rats (8): Int Semi; AL N (E); AC 7; MV 12; HD 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1-3; SA bite causes save vs. poison or contract a disease; SZ T (2' long); ML 7; XP 15 each.

The giant rats are hungry and attack the PCs from above and below—two leap from holes in the walls while the other six swarm out of the floor. This attack gives the PCs a -3 penalty to their surprise roll.

Cyvon is delighted to see the PCs in the attic; this is his chance to see a real fight. He flies around in plain sight, furiously taking notes the whole time. He will intervene only if a PC is in serious trouble, and then only by using his shrinking gas on a rat. When the rats are defeated, Cyvon squeals with delight, executes a bewildering series of acrobatic maneuvers, then pauses, tablet and stylus at the ready, to take the PCs' names.

If the PCs attack, he flies away and does not return. If the PCs ask what he's up to, Cyvon briefly explains his mission. He then insists that the PCs tell him all about Krynn and especially about dragons. If the PCs impress him with their tales, he presents them with a map to the eyewing lair. (If the PCs can tell him about the Irda lair, Cyvon will be ecstatic.)

In addition, the giant rats' treasure lies under the floorboards. If the PCs pry up some boards, they will find two pieces of jewelry worth 75 stl each, a 10 stl gem, and a *periapt of proof against poison +1.* Cyvon will not give up his tablet of notes on the inn under any circumstances, but he gladly will give the PCs a tablet covered with a few random scribbles. Wezley and Marchal cannot tell this tablet from the original.

Cyvon: Int Exceptional; AL N (G); AC 5; MV 6, Fl 24 (A); HD 5; hp 24; THAC0 15; #AT 3 ; Dmg 1-2/1-2/1-6; SA breath weapons; SD -2 bonus to AC when performing aerial maneuvers, *teleport without error* or *plane shift* once per round; SZ S (3' wingspan); ML 13; XP 2,000.

A kodragon has two breath weapons, both 10-foot-diameter clouds. The first is a shrinking gas that reduces the victim to 5% of original size (save vs. breath weapon means the victim dodged) The second cancels the effects of the shrinking gas.

If the PCs refuse the task of locating the tablet, or fail to track Cyvon to the attic, the adventure is not over. Very little happens in the neighborhood that Cyvon does not know about, including the PCs' actions. The kodragon immediately takes an interest in the PCs.

Something about the group fascinates Cyvon. If they refuse to investigate the tablet's disappearance, he wants to know why the PCs aren't curious. If they become frustrated or confused during their investigation, Cyvon wants to know how they got that way.

One or more of the following might befall the PCs once they pique Cyvon's curiosity:

- The PCs begin finding their equipment in disarray. Nothing is missing, but things are not where they are supposed to be and can only be found after a search.
- Some of the party's equipment cannot be located at all. It seems to have been lost or stolen; however, the missing items always turn up again after a day or two.
- A PC finds one of Cyvon's tablets mixed in with his or her equipment. If translated, this tablet contains an account of the PC's activities for the past several days.

After a few days of this, Cyvon throws caution to the wind and really begins to study the PCs intimately. A sleeping PC awakens to find something digging through one of the party's packs, footlockers, or chests (depending on where the PCs are and how they're storing their goods). The creature is inside the container and out of sight.

This is Cyvon, inspecting a PC's equipment. If the PCs open the container, Cyvon flies out, evading the PCs as best he can. If trapped inside the container, Cyvon teleports out, appearing within sight of the PCs and pausing to take note of the PCs' tactics. If subjected to magical or lethal force, Cyvon uses his shrinking gas breath weapon, hoping to force the PCs to negotiate for the antidote. In any case, Cyvon wishes to converse with the PCs about Krynn in general, and dragons in particular, and will not take "no" for an answer.

PHAETHON (II)

Terrain: Mountains
Total Party Levels: 24 (average 4)
Total gp XP: 500
Monster XP: 3,675
Story XP:
Complete: 9,600 Defeat: 3,700
Retreat: 1,800

SET UP

- The PCs hear tales of a strange, ancient temple that rests on a secluded mountain top. Rays from the rising moons are said to trigger effects that grant wonderful boons to characters who watch the moonrise from within the temple.

- A priest assigns a PC to retrieve a drop of Lunitari's light from the Temple of the Moons, an all-but-forgotten ruin atop a secluded crag. The PC receives (or must provide) a silver chalice with a golden lid for this purpose. This task can be part of a quest, atonement, or payment for a favor.

- Almost an entire party of mountain-climbing hunters has recently been found dead. The group apparently all fell from a rock face while roped together. Curiously, some of them also were burned. The group's guide, however, was not among the dead and still is missing. The guide's name is Nerman, and his relatives hire the PCs to discover his fate.

THE LAIR

The Temple of the Moons is an ancient stone circle long since abandoned and forgotten at the time of the Cataclysm. More recently, several families of phaethons settled in the neighboring peaks.

Within the past week, a group of human hunters came to the area in search of trophies. When this group saw a phaethon winging its way over a distant peak, they resolved to capture or kill one these unusual creatures with the fiery wings. They hired Nerman, a local villager and mountain climber, as a guide and set off. When the phaethons spotted the group closing in on their homes, they picked an opportune moment and snatched Nerman away. Under the influence of a truth draught, Nerman revealed the hunters' intentions, and the phaethons attacked. Catching the hunters on a treacherous cliff, the phaethons made quick work of them. The phaethons decided to let Nerman go (though they have not yet released him) as they have no desire for open hostilities with the neighboring human villages.

THE PERILS OF THE HEIGHTS

The entire area is very rugged, and the PCs have difficulty moving through it. They must contend with steep, rocky slopes, wind-swept rock faces, and the occasional rock fall. There is a narrow, tortuous path that the PCs can use to avoid any real mountain climbing, provided they walk single file.

During their first day of travel, the group encounters a major rock fall. This small avalanche is 40' wide and inflicts 4d4 points of damage on any PC caught in it. A save vs. breath weapon negates the damage. The party has entered an area of unstable rock and must move very carefully for the next few hours or there will be more rock falls. If the characters do not make any loud noises or do not do any mountain climbing, there are no further rock falls. If, however, they make loud noises or do any sort of mountain climbing, they trigger 1d4 additional rock falls.

While the PCs deal with the terrain, the phaethons prepare a sneak attack so they can attempt to grab a prisoner to interrogate. The phaethons will wait until the PCs camp for the night, then try to snatch one of the sentries or a sleeping PC who can be borne away before a guard raises the alarm. To accomplish this, the phaethons carefully watch the PCs throughout the first day, then lie in wait for them at a likely campsite. When most of the PCs are asleep, the phaethons attack from ambush, automatically gaining a free attack.

If the PCs camp in the open, they must make do with a campsite on a hillside, ledge, or cliff top. This suits the phaethons very well. Three phaethons make a combined overbearing attack against the sentry. They gain a +2 attack bonus for a combined attack and an additional +2 for a charging attack. While this is going on, the fourth phaethon tries to grab a sleeping PC, which occurs automatically if the party posted only one sentry.



If the overbearing attack succeeds, the sentry is knocked off the ledge or cliff top (if such is the location of the PCs' camp) and begins a long free fall. Since only the impact at the end of a fall is harmful, the victim takes no damage. Before impact, the phaethons grab the character and fly away. *Levitation* or *feather fall* effects just make the victim easier to grab, but the character can try to evade the phaethons if he can fly.

If the PCs take the time to find a cave to camp in, the phaethons have a harder time taking a victim. Three phaethons position themselves above the cave mouth as the fourth boldly charges into the cave, attacking the nearest sentry with his knife and quarterstaff. When the PC returns the attack, the phaethon fights until he takes at least eight points of damage, then turns to flee, hoping to lure the sentry out of the cave. If the PC follows, the three phaethons outside the cave make a combined overbearing attack from ambush (as described above) while the fourth tries to block the cave mouth.

If the PCs are too alert to be ambushed in camp, the phaethons try during the day. The trail's many hairpin turns and switchbacks give the phaethons ample opportunities to grab a prisoner. They simply wait until part of the party is out of sight around a bend and three phaethons attempt the combined overbearing attack detailed above. The target usually will be a straggler or the lead character.

Once a PC is captured, the phaethons take special care not to damage their captive with their fiery wings. They carry the victim to their homestead and give the captive a truth draught. When the phaethons question the truthful PC, they probably will learn the party does not pose a threat to them—none of the situations given in the *Set Up* causes the phaethons any alarm.

If the PCs have come looking for Nerman, the phaethons send one of their elders to negotiate with the PCs. The elder explains that the missing characters (Nerman and any captured PC) are safe and will be returned if the group promises to leave immediately afterward. If the PCs agree, all will be well.

If the PCs are looking for the Temple of the Moons, the phaethons exhibit some anxiety—the temple is quite close to the phaethons' settlement. The elder phaethon meets the PCs and explains that the character taken from their party is safe and unharmed, but that the temple they seek is

very near to his family's home and strangers are not normally permitted that close. However, if the PCs would submit to a test, the phaethons will allow them to visit the temple. To take the test, all the PCs must first surrender all weapons, armor, and magical items, then drink a harmless magical elixir. If the PCs are trustworthy, they should harbor no suspicions about this procedure. If the PCs refuse, the elder commands them to leave the area immediately. The PC captive will be held hostage to ensure the PCs' compliance. Once the group leaves, the captive is returned. If the PCs don't leave, all 11 phaethons ruthlessly ambush the PCs within the next 24 hours.

If the PCs accept the test, the elder flies away and returns within an hour accompanied by four phaethons and carrying a bottle of truth draught for each PC. The PCs must strip themselves of all their items and drink the draughts; the four phaethons will hold the items. The phaethons are very careful to make sure the PCs actually drink the liquid. Once the draughts take effect, each PC is asked privately if he still carries any weapons, armor, or magical items; the PC must answer truthfully. (The phaethons don't care if the PCs cache their items somewhere.) Any hidden items discovered in this fashion are confiscated.

When this procedure is over, the elder says: "One of your companions has confessed to an unforgivable crime. I will ask each of you, secretly, to tell me who it is. The accused will be hurled from this mountain to his death, and you will go free—without visiting the temple. Of course, you can refuse to make an accusation, but if you do not, and one of your companions does, you will be hurled to your death along with the accused. If none of you makes an accusation, then we'll let the matter pass and you can visit your temple."

The PCs are free to fight or flee rather than take the test. They stand to lose a fight, but the phaethons will let them go if they flee.

To conduct the test, have each player secretly write down a PC's name or the words "no accusation" on a piece of paper and hand it to you. The phaethons expect that lawful—and therefore trustworthy—groups will have no trouble unanimously refusing to sacrifice a member, while chaotic groups will have members who will make accusations to save themselves. If at least one PC accuses his fellows, the elder shakes his head. One-by-one, the PCs are ferried to a valley below, where their equipment is returned. No one is hurled to his death—that was a bluff. When the PCs awaken the next morning, no memory of their encounter with the phaethons remains; this is an aftereffect of the truth draught. The PCs also will find an equally confused Nerman in their midst.

If the PCs pass the test by unanimously refusing to make accusations, they are shown the way to the Temple of the Moons, which they can reach before sunset.

Phaethons (10): Int Very; AL LN; AC 3; MV 12, Fl 18 (C); HD 4; hp 19 each; THAC0 17; #AT 1; Dmg 3-18 or by weapon; SA flame hug; SD +3 saving throw bonus, +1 to surprise rolls; SZ M (5' tall); ML 12; XP 270 each.

Phaethon Elder: Int High; AL LN; AC 2; MV 12, Fl 18 (C); HD 6; hp 28; THAC0 15; #AT 1; Dmg 3-24 or by weapon; SA flame hug; SD +3 saving throw bonus, +1 to surprise rolls; SZ M (6' tall); ML 13; XP 975.

The Temple of the Moons

This ancient ruin is not nearly as powerful as several obscure legends say it is. If the PCs have come here to gather drops of Lunitari's light, they must wait until the moon rises in high sanction. When the moon first rises, a shaft of its light lances through a gap between two megaliths and strikes a frost-covered boulder. The moonlight makes the ice crystals blaze and dance with red light. If the PCs break a few bits of ice off and place them in their silver chalice, the priest's quest will be fulfilled.

In addition, any wizard character who spends the night bathed in the rays of his patron moon and immediately studies spells before leaving the temple gains the benefit of the moon's high sanction bonuses (see *World Book of Ansalon,* page 89) for the moon's entire cycle, not just the high sanction days. The DM is free to assign other powers and benefits to the temple as befits the campaign.

In any case, the PCs awake the morning after their visit to the temple with no memory of their encounter with the phaethons (thanks to the truth draughts), but find Nerman in their midst. Nerman gladly will guide the PCs back to his village.

When the group arrives at the village, the PCs receive 500 stl and an ancient *spear +1* from Nerman's grateful relatives. Further, if the PCs are not receiving some other service or paying some debt to the priest who sent them to the Temple of the Moon, they receive a *ring of spell storing* containing the following spells: *unseen servant, knock,* and *tongues.*

SAQUALAMINOI (I5)

Terrain: Cold mountains
Total Party Levels: 48 (average 8)
Total gp XP: 1,940
Monster XP: 30,000
Story XP:
Complete: 70,000 Defeat: 35,000
Retreat: 10,000

SET UP

- The PCs are using a high alpine pass when they come across a set of footprints showing where some huge, barefooted humanoids crossed the snow.

- An abrupt storm or avalanche has trapped the PCs in an isolated mountain pass. The pass is blocked behind them, and the PCs must stay where they are or go forward.

- The PCs are hired to convey a sealed message across a mountain range. The scroll tube containing the message has been placed under a *wizard lock* spell, and the message itself is encoded in an *illusonary script* spell with an implanted *suggestion* that makes unauthorized readers put the message back into the tube. The actual message is left to the DM's discretion.

THE LAIR

Several families of saqualaminoi have settled in some glacial ice caves overlooking a mountain pass that is prone to sudden storms and avalanches. (If the PCs have been hired to transport a message, their employer doesn't warn them about these hazards.) Though non-aggressive, the saqualaminoi make a good living by supplementing their hunting with food scavenged from travelers who have died in the pass.

NOCTURNAL VISITORS

A trip through the pass takes three days. Mounted PCs must go on foot, leading their animals, as the snow and ice in the pass makes the footing insecure and riding impossible.

If the PCs find tracks during the *Set Up,* they learn very little from them. A successful tracking roll reveals they were made by a bipedal creature at least 9' tall, maybe taller. Any character can follow the tracks, but they go only a few hundred yards before disappearing in the windblown snow.

During the trip, snow clinging to the mountains around the PCs constantly slides and shifts at the slightest noise, though there are no serious avalanches. Nevertheless, the characters are uneasy; there is a palpable feeling they are being watched.

just before sunset, one PC notices an unusual formation in the ice ahead of the party. Investigation reveals an overturned wagon buried in the ice. A little digging exposes the wagon's underside. It has two broken wheels and a shattered rear axle. The wagon is empty, with no sign of passengers, cargo, or draft animals.

The wagon was caught in an avalanche. The saqualaminoi buried the dead travelers, ate the slain horses, and stripped the wagon of cargo.

When the party stops for the night, they must camp in the open; there are no caves in the pass (except the saqualaminoi's). With a little effort, the PCs can locate a fairly sheltered spot in the lee of a huge boulder. Ask for a watch schedule and have the PCs describe or draw their camp's layout. Note the positions of each PC, of all the party's animals, and of anything else important.

Well after midnight, when the moon has set and the pass is utterly dark, the PCs hear soft crunching sounds in the snow above them. A quick look with infravision or with a *light* spell reveals two pairs of bright eyes about a hundred yards up slope from the camp.

The five youngest saqualaminoi are curious about the PCs. Two (hp 34, 34) are hiding in the snow uphill from the camp. They hope to distract the guards so the others (hp 34, 32, 32), who are hiding below the camp, can sneak in and examine the PCs' equipment.

If the PCs aren't distracted by the sounds, the saqualaminoi above them move closer and begin throwing snowballs. These missiles are lightweight and almost harmless. Each inflicts 1-2 points of temporary damage. However, any character struck by one must save vs. death magic or catch the snowball right in the face and be blinded for 1d4 rounds.

The saqualaminoi are careful to hide behind snowdrifts and have 50% cover vs. the PCs' missile attacks. Furthermore, the deep, soft snow in the area reduces the PCs' movement to one half, and



characters less than 4' tall must make a successful Strength check each round to move even that far.

If the saqualaminoi succeed in luring the active PCs out of camp, their companions dash up the slope and begin noisily ransacking the party's belongings. If attacked, they flee in terror.

If the PCs stick to their camp, the saqualaminoi give up after ten minutes.

If the PCs attack the retreating saqualaminoi, they hoot and try to run away even faster.

If caught in melee, the youngsters attack as adults, but fight only 1d3 rounds before trying to run away again. If captured, the saqualaminoi are terrified and cry pitifully. Each saqualaminoi is about 7' tall, with oversized limbs and appendages (clues that they aren't quite adults). They speak only the saqualaminoi language of grunts and howls. However, if questioned with a *tongues* spell they explain that they were merely curious about the "hairless ones who burrow fur" and didn't mean to hurt anybody.

Good Morning

At sunrise, the remainder of the saqualaminoi pay a visit to the PCs. Their attitude and intentions depend on what happened the night before:

If any of the youngsters were killed, the saqualaminoi are angry and on the offensive.

If the PCs took prisoners, but didn't kill any youngsters, the saqualaminoi are apologetic and docile, but wary. They are prepared to bargain with the PCs or attack as the situation merits.

If all the youngsters got away alive, the adults share the youngsters' curiosity and wish to see the PCs up close. They also would like to barter with the PCs for food.

Attack

If possible, the saqualaminoi approach the PCs from the east, where the rising sun creates a blinding glare on the snow fields; this makes the saqualaminoi impossible to see—even if the PCs are keeping a lookout.

The PCs can foil this plan by moving their camp before dawn—the saqualaminoi still can locate and attack the PCs, but they are not invisible in the sunrise.

In any case, the saqualaminoi appear 200 yards up slope of the party and begin whooping and howling. After three rounds of this, a mas-

sive avalanche begins. The avalanche is 500 yards wide and centered on the PCs. It strikes in two rounds.

Characters struck by the avalanche are swept down slope for 2d20 yards and buried under 3d10 feet of snow and ice. In addition, each victim suffers 1d10 points of battering damage (mostly from shards of ice) and 2d10 points of damage from cold (save vs. breath weapons reduces the cold damage by half).

Buried characters can dig themselves out at the rate of one foot per round. They must make a Strength check each round. If they fail, they make no progress for that round.

Saqualaminoi prisoners caught in the avalanche suffer no cold damage, and, due to their adaptation to the frigid mountain environment, they are swept only 1d20 yards and buried only 1d10 feet deep. They automatically dig themselves out at a rate of 2 feet per round.

After the avalanche, the saqualaminoi move down and begin digging out the victims, one by one. They are experts at digging in the snow; as a group, they can excavate five feet of snow each round. As they uncover each PC, they attack to kill. The DM should determine randomly which buried victim is uncovered first.

The party could be in real trouble here. A flying character could save the day by attacking the saqualaminoi with missiles or spells. The saqualaminoi have no ranged attacks except snowballs (the adults' snowballs are packed hard and inflict one point of damage in addition to the chance of blinding a character, range 60 yards). If attacked from the air, the saqualaminoi will flee. They stay and fight, however, as long as there are saqualaminoi prisoners still buried in the snow, or if they are engaged in melee with characters on the surface.

At the surface, the PCs are reduced to one-half movement, but the saqualaminoi are not.

The PCs might try to climb the sides of the pass so they can't be attacked from above. If the party tries this, it finds the going rough. After about 15 minutes of climbing, the PCs trigger an avalanche even larger than the one the saqualaminoi start. This one will bury them under 5d8 feet of snow.

NEGOTIATION

If the saqualaminoi decide to try to get the PCs to release prisoners by bargaining for their freedom, two large bulls (54 hit points each) approach the PCs' camp from below. They carry heaps of items salvaged from the pass. From a distance, all the PCs see are two hairy, ten-foot creatures walking on two legs and carrying massive bundles of old clothing. The remaining saqualaminoi are hiding behind snow drifts above the party.

If the PCs allow the bulls into the camp, the saqualaminoi point to the prisoners, then spread out their treasure onto the snow. They have brought eight cloaks, two pairs of boots, three belts, four long swords, a longbow, and a set of horseshoes. Initially, they offer to trade one item for each prisoner (they consider each horseshoe one item), but they'll give up the whole lot if the PCs bargain hard.

Most of this material is ordinary. However, there are several magical items in the lot: a *cloak of protection +1,* a pair of *boots of dancing,* a *long sword +2,* and a set of *horseshoes of a zephyr.*

If the PCs are hostile, the bulls drop their bundles and charge to the attack while their comrades start an avalanche. The saqualaminoi are confident they'll suffer less from the avalanche than the PCs will.

BARTER

If the PCs got through the night without killing or capturing any saqualaminoi, the clan elder (60 hit points) and his two lead bulls (54 hp each) approach the PCs while the rest of the clan looks on from above.

If the PCs let the elder approach, he presents each PC with a bauble as a gift of friendship. One of these trinkets actually is a *gem of brightness* with 11 charges remaining. The remaining items come from the elder's personal adornments, which include three emeralds (500 stl each), a golden armband (40 stl), and 20 finger rings strung on a cord (20 stl each, one is a *ring of warmth).* The elder hands out these gifts randomly. The bulls bring along the bundles described in "Negotiation" above. The saqualaminoi want the equivalent of three days' rations, or one of the PCs' mounts, for each item, and will trade until they run out of items or until the PCs lose interest.

Saqualaminoi (15): Int Low; AL N; AC 5; MV 9; HD 8; hp 60, 54 (x2), 52 (x3), 44 (x4), 34 (x3), 32 (x2); THAC0 13; #AT 2; Dmg 2-8/2-8; SD immune to cold; SZ L (10" tall); ML 10; XP 2,000 each.

SHADOWPEOPLE (I4)

Terrain: Forest
Total Party Levels: 18 (average 3)
Total gp XP: 500
Monster XP: 4,610
Story XP:
Complete: 3,600 Defeat: 2,200
Retreat: 1,000

SET UP

- The PCs hear a doleful tale from an adventurer who found a beautiful idol in a subterranean city only to have it stolen a few days later by a huge bat-like creature that climbed into his lodgings on a moonless night. A swarm of rodents located the idol for the intruder. When the adventurer tried to defend the idol, the creature caught his gaze and he found himself surrendering his prize without a fight. After a few more drinks and complaints about the unfairness of life, the adventurer reveals the location of the cave that leads to the underground city.

- The local townsfolk are in an uproar. A moody young man, Timothy Ochre, is missing. The lad had been speaking of a mysterious nocturnal friend for a long time. It is thought that some vile denizen of the nearby forest has lured Timothy to his doom. A reward of 500 stl has been offered for Timothy's return.

- Three woodsmen were thought to be lost in the forest until they returned with a tale about an enchanted city inside a hill. After one of them had an accident, four robed creatures appeared at their campsite and bade the woodsmen to bear their wounded companion into a cave. Inside, they found the city but never saw a soul except their escorts. When they fell asleep, they found themselves back in the forest and not far from home. Their companion had been completely restored.

THE LAIR

A clan of shadowpeople has lived in the ruins of an ancient city for centuries. Even though there are several human villages nearby, the thick forest and the shadowpeople's stealth have kept them hidden.

The shadowpeople assist their neighbors in small ways. A shadowperson scout befriended Timothy years ago, and the restless youth disappeared when he set off into the forest in search of his pal.

Another scout found the injured woodsman. While his companions slept, the clan's counselors summoned a Revered Ancient One, who cured the injured man and teleported the trio home.

The hapless adventurer bemoaning the lost idol was a thief who infiltrated the city and stole the idol, which a shadow warrior wearing *eyes of charming* stole back.

Currently, the shadowpeople are occupied with a group of jarak-sinn that is preparing to attack them and occupy their city. A group of jarak-sinn spies, hidden by *dust of disappearance,* is studying the shadowpeople's defenses. When Timothy approached the shadowpeople's city, the jarak-sinn captured him.

THE CAVE

If the PCs get directions to the cave, they have no trouble finding it, though the PCs might believe they've come to the wrong place. The cave mouth is only about 2' high and 3' wide.

Parties searching for Timothy can learn about the cave by questioning locals who know the lad.

A low passage leads 100' or so to a larger chamber where the PCs can stand up. The chamber is the first in a whole series of spectacular caverns filled with pools, streams, and lovely rock formations. These caves have lofty ceilings and stretch for miles. The stub of a tallow candle lies on the floor in the first chamber. (Timothy dropped it.)

NO TRESPASSING

As the PCs search the caverns, they activate a trap the shadowpeople have set for the jarak-sinn.

The trigger is a strand of spider silk, which is all but invisible in the darkness. The strand is connected to a set of counterweights that are attached, in turn, to a hidden net that snaps upward to lift and ensnare the victim(s). The net is circular and 25' in diameter. When pulled closed, it forms a huge pouch that holds up to eight large creatures. Tiny copper bells attached to the net alert the shadowpeople when the net is triggered.

Victims must roll for surprise. If surprised, the

character is trapped. If not surprised, a character can save vs. paralyzation to jump free.

The net hoists its victims 25' in the air. The trap is intended to snare jarak-sinn; if fewer than 10 man-sized creatures are caught, they can wiggle their way free, as they are not held tightly. Characters can free their trapped comrades by searching the area for secret doors. Success reveals the counterweights and the rope holding up the net. Just cutting the rope drops the victims 20 feet. The victims can be lowered safely, but only if the rescuers can fly, climb, or attach at least 20' of extra rope and carefully pay out the line; otherwise, the rescuers must release the line and let the victims drop.

When the PCs trigger the trap, the bells attached to it alert both a pair of shadowpeople scouts and a party of jarak-sinn.

The shadowpeople arrive on the scene first. The PCs see one scout climbing among the stalactites near the ceiling about 60 feet away. When the scout sees the PCs, he disappears behind an outcropping, and his partner pops into view on the other side of the party, also about 60 feet away. If the PCs don't attack, the second scout glides down to the party and politely asks the PCs their business. The first scout watches the proceedings from cover.

The scout says that the shadowpeople live here and that visitors are not welcome right now—the clan is at war with a group of lizard men. The shadowpeople know Timothy; the lad has been a good friend and an excellent source of information about the local humans. Timothy has never visited the clan here. (If the PCs mention that Timothy is missing, the scout agrees to search for the lad.)

If the PCs attack, the scouts flee, but return 1d6 turns later with 12 shadow warriors. This group attacks the PCs with chain-blades. They try to entangle the PCs and capture them.

If the PCs talk with the scout, their conversation is interrupted after 2d4 minutes by the party of jarak-sinn. The lizard men use their *dust of disappearance.* They surround the group and attack. However, the scout's *ESP* ability alerts him to the lizard men's presence. He tells the PCs there are hostile lizard men within 60 feet and warns them to look to their weapons!

Jarak-sinn (8): Int Low; AL N (E); AC 5 (1); MV 6, Sw 12; HD 2+1; hp 10 each; THAC0 19; #AT 1; Dmg 1-10; SA venom; SD -4 AC bonus due to invisibility; SZ L (7' tall); ML 13; XP 270 each.

Magical items: 2 pinches of *dust of disappearance* each.

The scout attacks with his shadowstaff while his companion goes for help. If the PCs defeat the jarak-sinn, the shadowpeople offer to split the *dust of disappearance.* If the PCs agree, the shadowpeople present each PC with a piece of jewelry worth 50 stl. In any case, the shadowpeople agree to search for Timothy, and they deliver him safe and sound within three days.

If the PCs fight the shadowpeople and lose, the victors summon a Revered Ancient One to heal the party's wounds, then warn the PCs never to invade their domain again. With that, the PCs are teleported home. If the PCs win, the remaining shadowpeople (about 16 of them) flee the area, leaving the PCs to fight with the jarak-sinn for possession of the city. There are at least 30 more jarak-sinn lurking in the caverns beyond the city.

Shadowpeople (14): Int Very; AL N (G); AC 2; MV 12, Fl 18 (C); HD 3+1; hp 14 each; THAC0 17; #AT 1; Dmg 1-8 (shadow staff) or 1-6+1 or entangle (chain-blade); SA *ESP,* telepathy, impale; SD sensitive to light; SZ M (5' tall); ML 11; XP 175 each.

Shadowpeople telepathy allows them to communicate with any creature within 60 feet. Shadowpeople *ESP* has a range of 30 feet. Shadowpeople use a unique hooked weapon, the shadowstaff, in combat. When a shadowstaff hits, the victim is impaled on the hook. Thereafter, the victim suffers a -2 penalty on all attacks, suffers 1d8 points of damage per round, and cannot cast spells. The victim can get free only by killing the shadowperson wielding the staff or by making successful Dexterity checks on two consecutive rounds. The checks are made at a -2 penalty and the victim can do nothing else while trying to get free.

SLIG (32)

Terrain: Forest
Total Party Levels: 30 (average 5)
Total gp XP: 1,967
Monster XP: 8,440
Story XP:
Complete: 20,000 Defeat: 9,000
Retreat: 3,000

SET UP

- An elusive and cruel group of bandits has been plaguing the trails through a local forest recently. Though greedy for treasure, these bandits also make a point of killing or capturing everyone they attack. They never leave survivors.

- A charismatic young priest is roaming the forest with a flock of robed followers in tow. He is exhorting whole villages to join him on a pilgrimage. Several villages seem to have answered the call because now they are empty.

- A small local fane dedicated to Mishakal recently burned to the ground. What was left of the head priestess's body was recovered from the ashes, but her three acolytes have completely disappeared. The night of the fire, an unknown merchant quietly left town with a heavily laden wagon.

THE LAIR

Vidphox, the leader of a tribe of sligs, has obtained a *hat of disguise* and several other magical items. Inspired by his magical treasures, Vidphox first attacked and destroyed the fane of Mishakal—as a slig. Vidphox found the priests' dedication to healing and tending the needy particularly loathsome. His success at the fane has led him to embark on an even more ambitious campaign to enslave the local population by masquerading as a priest of the High God.

INVESTIGATION

The site of the burned fane yields no clues, but the PCs can learn what direction the merchant (actually Vidphox with a wagon load of sligs) went. Further inquiries yield a description of the merchant. He's about five and a half feet tall, with long, curly red hair, and a very handsome face. He wore a fine robe and a cocked hat.

A visit to one of the deserted villages reveals nothing except empty streets and a few sets of fairly deep wagon tracks.

In either case, the PCs can follow the trail only a few miles before it disappears into the neighboring forest. (The trail is not only old, but Vidphox and his sligs took some pains to hide it.)

STAG PARTY

When the PCs finally begin exploring the forest depths, they find nothing for two days. Early on the third day, a large stag bursts out of the underbrush and bounds pell mell through the party's ranks. Characters on foot must save vs. breath weapon or be trampled for 3d4 points of damage.

Mounted characters must make a riding proficiency check (the rider gets a +2 bonus to the check if mounted on a trained war horse). If this check succeeds, the mount stays under control. If the check fails, the horse bolts. A bolting mount runs for 2d6 rounds, and its rider must make a Wisdom check each round or fall off. Proficient riders who keep their horses under control can stop another character's bolting mount with a second successful proficiency check.

A horse with a non-proficient rider automatically bolts. The rider must hang on for dear life while the mount dashes through the trees. A rider falls from his mount immediately if he fails a check versus half his Dexterity ability score.

Falls from bolting mounts inflict 1d6 points of damage.

Wild Stag: Int Animal; AL N; AC 7; MV 24; HD 3; hp 21; THAC0 17; #AT 1 or 2; Dmg 1-3/1-3 or 2-8; SZ M (5' tall); ML 7; XP 65.

The stag is fleeing from a group of sligs who have felled a tree nearby. It will not pause to return any attacks the PCs make against it. If stopped with a *hold animal* spell or a quick use of the ranger animal empathy ability, the PCs can question it via *speak with animals.* The stag is very nervous and tell the PCs it is fleeing from the "nasty woodsmen" who were killing a tree.

Sligs in Pilgrims' Clothing

The party easily can follow the stag's trail to the vicinity of the fallen tree. Vidphox and 15 warrior sligs have dropped a large tree across a road and are busily digging a pit at both ends. They plan to use the tree as a road block to help them waylay travelers with vehicles. The pits are intended as a nasty surprise for anyone who tries to flank the roadblock.

Vidphox has posted four warriors as lookouts so he knows the PCs are coming. When the PCs reach the roadblock, six of the sligs are draped in hooded robes. Vidphox wears a robe but has his hood thrown back. He is using his hat to appear as a handsome young man with curly blond hair and a few freckles. The hat looks like a large straw hat a peasant might wear to shade his face from the sun. He also carries a long staff with large iron balls hanging from it. Each ball bears a different painted icon: a misshapen pair of dice, a formless lump of clay, and a budding seed. This actually is a *footman's flail +3,* but Vidphox claims it is the symbol of the High God. He is about six feet tall in this guise.

Three robed sligs are seated atop the fallen tree, chanting and wailing. The other three robed sligs are lying on the ground in a neat row.

When the PCs appear, Vidphox is bending over the three prone sligs. He greets the PCs with a sign of relief. "The blessings of the High One be upon you, friends! I fear a band of iconoclastic rascals has laid low some of my lesser brothers. The bandits flew into the woods, that way," Vidphox gestures toward the left end of the tree, where the deeper of the two pits lies. "You seem to have scared them off, but they haven't gone far!" If the PCs stop to listen, they can hear the sound of someone struggling through the undergrowth—this is just one of the sligs. While the PCs take this in, Vidphox continues. "Ellnus and Uyne might have passed beyond the moons, but a gift from the great one has spared them. Alas, I have no more spells and my brother Michil will certainly pass from the world without one. Surely the great one will bless you if you save Michil. And surely your pursuit of the rascals will find his favor."

Vidphox is just trying to lure the PCs into an ambush. The five remaining sligs are crouching behind the tree with heavy crossbows cocked and ready. The three prone sligs are ready to grapple anyone who comes near them, and PCs who charge off into the woods after the "bandits" fall into the pit, which is eight feet deep and lined with old, rusty sword blades (2d4 points of damage to anyone who falls in).

If the PCs don't fall for the trap, Vidphox and his sligs fight as best they can, using their weapons and spittle. Vidphox wears *boots of speed* and tries to flank the PCs' front line to attack the spellcasters. When the battle turns decisively, Vidphox escapes using his *boots of speed* and the *oil of etherealness* he carries.

If the PCs are duped, the three prone sligs make claw and spittle attacks on characters who bend down to help them. The four sligs atop the felled tree slide down and charge the party's fighters. The five sligs behind the tree will stand, fire their crossbows at spellcasters, then crawl over the tree and join the fray. If Vidphox hasn't been forced to flee after three rounds of melee, three more sligs creep out of the woods and attack the party from behind. If the Vidphox flees or is slain before then, these three never appear. At the end of the fifth melee round a fourth slig enters the fray, but he also flees instead of attacking if the battle is going against his comrades.

After the battle, the PCs can question their prisoners (if they've taken any) and learn the location of the sligs' lair, which is some five miles away. The sligs are confident that the PCs will die if they attack the lair. If asked why, the sligs simply explain that the lair has "superior" slig-designed defenses that "mere" humans and demihumans couldn't understand. If questioned about captives, the sligs admit there are human captives in the lair; ogres sometimes come to visit Vidphox, who sells the humans to the ogres.

A thorough search of the forest around the roadblock reveals a few digging tools and a pile of empty leather sacks. There also is a set of wheel ruts made by a heavily laden wagon. They aren't fresh but they lead toward the slig lair. A successful tracking roll reveals that they were made at about the same time the fane to Mishakal burned down.

Final Battle

The slig lair is a cave in a steep, treeless hillside that rises above the rest of the forest. Unless the PCs prevented Vidphox and the slig scouts from escaping the battle at the felled tree, the sligs are alert and waiting for trouble to start. Normally, two warrior sligs are on guard near the entrance. As a rule, they stay out of sight and try to ambush intruders.

If alerted, a third slig waits in plain sight near the entrance while the two guards remain concealed. Three additional sligs, the band's three champions, hide in some bushes about 20' up the hill from the cave mouth. Alerted or not, all the slig guards carry two flasks of oil, and half of them carry sacks with glowing coals buried in ash. In a fight, the sligs hurl the coals and oil flasks at their opponents. The coals ignite the oil. The sligs have no fear about where they throw the oil because they are immune to normal fire. Their normal tactic is to hurl oil at their enemies, then charge in spitting and swinging their morningstars.

In any case, once the PCs get past the guards at the cave mouth, they must deal with the remaining sligs, who occupy a chamber about 180' from the entrance. There are two warriors and eight children in the main chamber, plus Vidphox and any sligs who survived the previous encounters. (If the complex is not on alert, the three champions and two extra warriors are here also.) If alerted by escaping sligs or by sounds of battle at the entrance, all the adults are armed with two flasks of oil; they will grab coals to ignite the oil from a nearby fireplace. If caught unawares, the adults spend a round grabbing oil flasks while the children attack. The sligs fight to the death to defend their lair.

Sligs (32): Int Average; AL LE; AC 3; MV 9; HD 3+3; hp varies; THAC0 varies; #AT 1; Dmg varies; SA venomous spittle, spitting ability varies; SD immune to normal fire, -1 hit point per die from magical fire; SZ M (6' tall); ML 12; XP varies. Hit Dice, hit points, damage, THAC0, and XP vary by type of slig as follows:

Champions (3): HD 9; hp 29 each; THAC0 17;#AT 2; Dmg 2-8+4 or 1-4 (bite); squirt spittle six times a day up to 20'; XP 270 each.

Children (8): HD 2; hp 7 each; THAC0 19; Dmg 1-3 (bite); squirt spittle 10' three times per day; XP 120 each.

Vidphox: HD 9; hp 41; THAC0 17; Dmg 1-6+7 *(footman's flail +3)* or 1-4 (bite); MV 24; XP 420.

Warriors (20): HD 6; hp 18 each; THAC0 17; Dmg 2-8+3 or 1-4 (bite); squirt spittle 10' six times per day; XP 270 each.

If the PCs wait more than three days to attack the lair, the sligs relax their guard. However, two visiting ogres are present in the main chamber when the PCs do attack. (The ogres have come to purchase the sligs' captives.) When the PCs attack, the ogres, rush them, hoping to break the PCs' line and escape. If the PCs block the ogres, they, too, will fight to the death.

Ogres (2): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 21 each; THAC0 17; #AT 1; Dmg 1-10+2; SZ L (9' tall); ML 12; XP 175 each.

The cave complex beyond the main chamber includes a foul-smelling stable chamber with four unkempt and very ornery mules. The mules are accustomed to bad treatment and will try to bite and kick unless approached carefully.

The sligs' prison chamber is beyond the stable. Currently, it contains the three acolytes from the burned fane and eight villagers. One of the three acolytes has a wealthy relative who will give the PCs a 200 stl reward for returning him alive.

Each adult slig in this adventure is carrying 2d4 stl, spoils from Vidphox's raids.

Vidphox himself is carrying his magical items, 27 stl and a 200 stl gem. The rest of Vidphox's treasure is hidden under a pile of mule dung in the stable. The mules saw him hide it there and can tell the PCs so if befriended and questioned with a *speak with animals* spell. The treasure under the dung includes 145 cp, 237 sp, 379 gp, 578 stl, two statuettes worth 200 stl each, two golden rings set with gems (120 stl each), and a huge silver and steel infinity symbol on a rosewood base. It is worth 500 stl; Vidphox took it from the fane of Mishakal when he burned it down. If the PCs return it to the town from whence it came or to any temple of Mishakal, they will receive a message from a high priest of Mishakal in 2d6 weeks. If the PCs reply to this message they will receive 200 stl and a miscellaneous magical item of the DM's choice. This is a gift to the PCs for their service and reverence for Mishakal.

The wagon Vidphox has been using in his deceptions is hidden in some brush in the forest, not far from the hill. It is still in fair condition, and the PCs can sell it for 150 stl. The mules can be sold for 75 stl each.

STAHNK (I)

Terrain: Marsh
Total Party Levels: 42 (average 7)
Total gp XP: 4,163
Monster XP: 8,000
Story XP:
Complete: 24,000 Defeat: 8,000
Retreat: 2,000

SET UP

- The PCs enter a town where a terrible plague has struck. A harried priest of Mishakal tells the group the source of the malady is not natural, but lies in the heart of a large swamp nearby.

- The PCs are traveling along a river when they pass a polluted tributary. Downstream from the tributary the water is undrinkable, and the river's surface is littered with dying fish.

- The PCs meet a group of desperate pilgrims who beg them for food and water. They say a terrible behemoth attacked them and slew most of their party.

In the centuries since the cataclysm, a fragment of a huge altar dedicated to Morgion, the deity of disease and decay, and its guardian beast, a stahnk, has been sealed inside a vault hidden in the heart of a large swamp. Neglect and exposure to the elements (perhaps with a little help from Morgion) have breached the vault. Now the stahnk prowls the swamp, and ground water is seeping into the vault and becoming polluted when it touches the fragment. This deadly water is spreading out and poisoning the countryside.

THE LAIR

The PCs will have to search the swamp for at least three days to find the vault. Thick stands of trees completely hide the vault from aerial observation—the PCs must search on foot.

The swamp is a dismal place. In daylight, the whole place is covered with a festering miasma. This fog limits vision to 150 feet. Characters who exert themselves (swimming, fighting, running) inside the fog must save versus poison every turn (type L, onset time 2d4 minutes, 10 points of damage, save negates).

At night, the poisonous vapors subside, but swarms of disease-carrying insects attack the PCs every 1d4 hours. Each swarm fills a 30-foot hemisphere and moves at a rate of 15. Characters caught in a swarm must save vs. death each round or take one point of damage and contract a debilitating plague. The insect swarms can be kept at bay with large, smoky campfires (torches are insufficient) or spells such as *gust of wind.* Characters wrapped in blankets or netting cannot be bitten. Other defenses, such as smearing the body with grease or using an insect repellent concocted by an herbalist, might also work at the DM's option.

Plague victims lose one point of Strength (or 10% of exceptional strength) each hour until reduced to Strength 0. Characters with Strength score of 2 or less are completely helpless. Once a character's Strength reaches 0, he must make a system shock check immediately and each day afterward until cured. The plague afflicts the victim for 2d4 weeks or until death occurs. Once the plague passes, lost Strength is recovered at the rate of one point a day. A *cure disease* spell negates the plague but does not restore Strength losses.

Characters who drink the swamp's polluted water will also contract the plague. If the PCs boil or treat the water before drinking it, they can save vs. poison at +1 to avoid the disease; the plague's magical nature defies simple precautions such as boiling. A *purify water* spell makes the swamp water completely safe to drink.

STAHNK ATTACK

While the PCs are searching the swamp on the first day, the stahnk pays them a visit. (If the PCs are active during daylight, remember that characters who exert themselves must save vs. poison each round.) If the PCs are swathed in blankets or netting to ward off nocturnal insects, they suffer a -1 penalty to their surprise roll.

The party finds a fetid, muddy area where several huge trees have tumbled into a huge pool. As the PCs cross or skirt the pool, the stahnk attacks, swimming under the tangle of tree branches and emerging on the party's flank.

The stahnk's first attack is to charge at a PC in the middle of the party. Thereafter, the stahnk uses

its claws to slash and fling the characters. PCs who are flung land in the pool and are automatically exposed to the plague; the contaminated water seeps into their wounds and gets into their eyes, noses, and mouths—they might even swallow some.

When the stahnk is reduced to 30 hit points or fewer, it retreats under the water and returns to the vault.

The Vault

A particularly dense thicket of trees and bracken hides the vault. The structure is 60 feet long, 30 feet wide, and 15 feet high. The dense undergrowth, however, makes it all but invisible until the PCs come within 100 feet.

The only entrance is through a ragged crack at the east end. This breach runs from the vault's domed roof all the way down to the foundation. For most of its length, it is only as wide as a finger, but there is a hole eight feet across at ground level. Big chunks of masonry, some bearing claw marks, are scattered outside the hole. The elements made the crack, but the stahnk made the hole when it tore its way out.

If the stahnk survives its first encounter with the PCs, it returns here and lies in wait within the vault.

The vault's interior is flooded with putrid water about three feet deep. No matter when the PCs enter, the vault is pitch black inside and filled with poisonous vapor similar to the fog that covers the marsh during the day but stronger (-2 to saving throws vs. poison). The altar shard inside the vault produces these effects, and they cannot be dispelled or countered until the shard is neutralized (see below). Vision inside the vault is reduced to 15 feet, and infravision is useless.

All is quiet when the PCs enter except for the sound of lapping water coming from deep in the interior.

The Shard

The altar shard is a roughly triangular slab of obsidian two feet thick, nine feet long, and six feet high. It is a dangerous artifact! In addition to the powers already mentioned, it corrupts flesh. Living creatures who touch the shard automatically age 10 years and must save vs. spells or the appendage that touched the shard becomes shriveled and useless. Undead creatures touching the shard regenerate one hit point every five melee rounds.

The shard radiates both evil and conjuration/summoning magic.

The stahnk is crouched behind the shard and has full hit points. When the first PC sights the shard, the stahnk charges, attempting to ensnare. After the initial attack, the stahnk attacks with its claws. An ensnared PC is held under water and must hold his breath until freed. The stahnk fights to the death.

Once the PCs defeat the stahnk, they must deal with the shard. A vial of holy water poured onto the shard produces a cloud of foul-smelling steam and an audible shriek. This deactivates the shard for 1d4 rounds, but does not destroy it. Blows from weapons send razor-sharp chunks of obsidian flying in all directions. Every character within 10 feet must save vs. death magic or take 1d4 points of damage.

A *dispel evil, limited wish,* or *wish* can deactivate the shard. A character using *dispel evil* must touch the shard, but the spell protects the caster from the shard's withering effect.

If the shard is deactivated, the poisonous vapor inside the vault immediately begins to clear, and the darkness lifts. The water in the swamp remains deadly for 1d4 months, however.

If the PCs topple the deactivated shard, they find a submerged cavity containing 14,568 stl, 19 gems worth 200 stl each, two *potions of longevity,* a *sun blade,* and a *periapt of health.* The periapt is indistinguishable from the gems, though an appraisal or a *detect magic* spell will reveal that it is enchanted.

Stahnk: Int Non; AL N; AC 6; MV 9, Sw 9; HD 12+12; hp 72; THAC0 7; #AT 3; Dmg 3-9/3-9/3-24; SA fling, ensnare; SD immune to fire, suffers minimum damage (1 hp) from edged or pointed weapons; SZ H (20' tall); ML 14; XP 8,000.

An opponent struck by a stahnk's claw must save vs. death magic or be flung down for an additional 1d20 points of damage. The stahnk also can charge and trample opponents. A creature hit by a charging attack must save vs. death magic. If the save succeeds, the victim suffers 1d8 points of damage, if it fails the victim suffers 3d8 points of damage and must save. vs. wand or be ensnared in the stahnk's ribs. Ensnared victims suffer 1d4 points of damage each round, and can only break out if the stahnk loses 50% of its hit points. The ensnared victim can attack, but suffers a -3 penalty on attack and damage rolls.

TAYLING/TAYLANG (2)

Terrain: Forest
Total Party Levels: 42 (average 7)
Total gp XP: 6,739
Monster XP: 4,840
Story XP:
Complete: 25,000 Defeat: 5,000
Retreat: 1,000

SET UP

- A priest sends the PCs to learn about a druid or a heathen priest who holds sway over a large section of woods.

- The PCs hear a tale about a hermit who runs on all fours with a pack of wolves. The hermit is said to have great magical powers, but he detests visitors.

- The PCs are warned to beware of Selia, a witch who lives in a forest nearby. She has been known to turn herself into different kinds of animals, and sometimes to attack people. In animal form, she's almost invulnerable.

THE LAIR

Selia and her brother, Artair, are tayling/taylang twins who left their island home years ago. Artair's form is particularly bestial, and he resembles a small bear more than anything else. This made finding mates for the pair of twins impossibly difficult.

Selia eventually persuaded Artair to leave the island with her, and the pair have become fairly successful adventurers who maintain a secluded home deep in a forest. About five years ago, Selia put on a *ring of contrariness* with spell turning powers. This effectively ended the pair's adventuring career and has put a strain on the twins' relationship. The unhappy taylang now spends most of his time roving the woods near the pair's cottage, coming home only to sleep and to protect Selia when strangers are nearby.

WORTH A HOWL

There are very few trails through the woods, and the PCs might easily get lost (see *DMG,* "Time and Movement," *Getting Lost).* The trees are very old, and they tend to form impenetrable thickets. By late afternoon, when what little sun penetrating the trees becomes even more indirect and weak, the place turns utterly gloomy. The not-so-distant howl of a wolf completes the brooding atmosphere.

When the PCs are just starting to get jumpy, have them roll for surprise. They have walked under a large tree where Artair is hiding; six wolves (courtesy of Artair's *ring of animal friendship)* lurk in the surrounding undergrowth. If the PCs are surprised, they suddenly find themselves showered with acorns. To characters wearing armor, the acorns sound like a wild, raging tempest as the seeds bounce off their shoulders and helmets. To unarmored characters, the shower hurts (1d3 points of temporary damage, see *DMG,* "Combat," *Attacking without Killing).*

If the PCs aren't surprised, they look up and see Artair's bear-like form crouched in the branches. The branches are laden with acorns and tremble under Artair's weight. The PCs can avoid the acorns by getting out from under the tree immediately. If they stop to do anything at all, they are showered. If the PCs launch attacks, roll for initiative. Artair gets a -4 bonus for being prepared. The acorns disrupt the PCs' spells if they lose initiative.

Artair isn't interested in hurting the PCs, he's just having some fun.

If the PCs converse with Artair, he gives the following responses:

- No, he isn't a druid or a shape changing witch.
- He dumped the acorns on the party just to see what would happen—it was quite amusing.
- He doesn't believe the PCs are looking for priests, druids or witches; he thinks they're after the unicorn.

There is no unicorn in the area, but Artair thinks this is a great joke. If the PCs protest or claim they know nothing about a unicorn, Artair asks them why they're following the unicorn's tracks. If the PCs look at the ground, they can indeed see some tracks made by sharp hooves (after they brush away a few acorns).

Artair made the tracks himself, using a giant boar's hoof. A PC with tracking proficiency can tell they're fakes; however, Artair doesn't give them a chance. If a character begins studying the tracks, Artair sends another shower of acorns cascading down and threatens to attack. "Leave the unicorn alone!" he admonishes.

If the PCs attack Artair, he drops a pinch of *dust of sneezing and choking* on them. While that takes effect, he uses a charge from his *ring of anima/ friendship* and leaps out of the tree to the attack. When he lands, the wolves already have the PCs surrounded. Artair is protected by one of Selia's *stoneskin* spells, which protects him from 1d4+5 attacks, and is confident he can beat the PCs. As soon as he takes any damage, he uses his *boots of striding and springing* to leap back into the tree, then uses his *gauntlets of swimming and climbing* to escape through the treetops.

If no fight breaks out, Artair soon gets bored talking to the PCs, and he scrambles away through the treetops. If pursued, he uses his *potion of polymorph se/f* to elude the PCs.

In any case, once Artair is gone, they can examine the bogus unicorn tracks. If they follow the tracks, the PCs come to an open glade filled with puffball mushrooms. If disturbed, these fungi explode and cover the offending PCs with bright yellow spores that prove amazingly difficult to clean off.

Wolves (6): Int Low; AL N; AC 7; MV 18; HD 2+2; hp 11 each; THAC0 19; #AT 1; Dmg 2-5; SZ S (2'-4'); ML 10; XP 65 each.

WITCH

If the PCs kill Artair, Selia knows immediately and goes into a killing rage (her *ring of contrariness* has no effect on this, as it is an instinctive reaction for her). Selia immediately sets off on her *broom of flying* in search of the PCs and confronts them 2d4 hours later. She is protected by a *stoneskin* spell and uses her *ring of invisibility and inaudibility* to ambush the PCs. She prepares by using her *wand of conjuration* to summon two bugbears and three huge spiders. As these monsters attack, Selia fires a shot from her *wand of polymorphing,* trying to turn a fighter into a minnow. (Due to her attack, she now becomes visible.) If this works, she turns the wand on another victim. She continues using the wand until a target makes a saving throw. Once the wand fails, Selia turns invisible again, and zooms off on her broom to another position. There, she casts *haste* on herself and dives to the attack, using her *wand of paralyzation* once per round and attacking once per round with her dagger. She continues this until the PCs bring down her *stoneskin* spell (protection from 1d4+5 attacks). When this happens, she becomes invisible again, repositions herself, and casts *fire shield* (hot flames). At this point, she wades into the middle of the PCs, casting *burning hands* and attacking with her dagger. She uses her remaining spells to best effect.

Bugbears (2): Int Low; AL CE; AC 5; MV 9; HD 3+1; hp 14 each; THAC0 17; #AT 1; Dmg 2-8; SZ L (7' tall); ML 11; XP 120 each.

Huge Spiders (3): Int Animal; AL N; AC 6; MV 18; HD 2+2; hp 11 each; THAC0 19; #AT 1; Dmg 1-6; SA poison; SZ M (6' in diameter); ML 8; XP 270 each.

Summoned creatures never check morale and will fight to the death.

THE COTTAGE

If Artair survives his meeting with the PCs, he returns to Selia at their cottage about five miles away. The PCs cannot track him as he leaps through the treetops. They must search for a full day to find the cottage.

When the PCs arrive at the cottage, Artair skulks inside while Selia goes out to meet the PCs. Six more wolves lurk in the forest near the cottage (Artair took time to replace any wolves that might have been killed in the encounter with the PCs). If the PCs spend more than a few minutes talking with Selia, they occasionally see Artair peeking out a cottage window and also catch glimpses of a wolf or two.

Selia is pleasantly plump. Her features are attractive and faintly elven. Her usual manners toward visitors are kind, but very businesslike and not altogether friendly. She likes people, but doesn't really enjoy having guests. Her *ring of contrariness* makes dealing with her even more difficult than usual.

Selia greets the PCs calmly. "Hello. Is there something that you want or are you just passing through?" This is a social question on Selia's part. She knows, through her telepathic link with Artair, everything that passed between her twin brother and the PCs the day before. She's not at all pleased with the PCs if they attacked Artair. Furthermore, Selia is accustomed to giving evasive answers to strangers because of her desire to hide Artair's true nature.

If the PCs begin questioning Selia, she quickly gets impatient. And so, probably, will the PCs, as her *ring of contrariness* renders Selia unable to agree with any of the PCs' ideas or statements. She can, however, answer questions truthfully, if she cares to. Selia might relate the following to the PCs:

- There is no druid or heathen priest anywhere near here. (True.)
- Selia is a student of the arcane. (True, but she does not belong to a magical order. The DM will have to decide if this makes her a renegade or not. In her present condition, Selia won't agree to join an order.)
- She lives here, alone, with a few animals for company. (False.)
- The creature the PCs met yesterday was Artair, a werebear, and one of her neighbors. (False.)
- There is no unicorn or other sylvan creature living in this section of the woods. (True).

In any case, Selia is unable to agree to any suggestions the PCs make. If, for example, they ask to see the inside of the cottage, she refuses. If they make a comment about the weather, she contradicts them. She'll even argue about the time of day. If the PCs begin to understand Selia's condition and try to take advantage of her by suggesting she do something harmful or inconvenient to herself, Selia responds with something inconvenient to the PCs—such as turning one of them into a chicken with her *wand of polymorphing.*

If a fight breaks out, Selia summons her *broom of flying* from the cottage and generally follows the attack routine described in the "Witch" section above. Since she has Artair and his wolves to help, she skips the monster summonings and starts using her wands right away. If faced with defeat, Selia grasps Artair and escapes via a *teleport* spell.

If the PCs are very careful or very patient, they can avoid a fight here. Insightful PCs might guess where the source of Selia's contrariness lies. If the party has enough *remove curse* spells (see *DMG,* "Rings," *Ring of Contrariness),* they can free her from the ring. A staff of Mishakal can produce a *remove curse* effect the ring cannot turn. Selia resists this idea of removing the ring, but the PCs can get Artair to help if they can speak with him and explain the situation. No matter what the PCs do, Selia telepathically learns of the plan and does all she can to prevent it—including attacking the PCs with deadly force. Under no circumstances will she harm Artair. Artair will help the PCs subdue Selia, but immediately attacks the PCs to kill if they make even one deadly attack on Selia.

If the PCs remove the *ring of contrariness* from Selia's hand, she and Artair are very grateful and present the PCs with all their potions, their *stoneskin* scrolls, and 6,739 stl, which is all the money they have.

Selia (Tayling): Int Very; AL NG; AC 8; MV 12; HD 4; hp 18; THAC0 17; #AT 1; DMG 1-4 or by spell; SA spells; SD immune to Enchantment/Charm spells; SZ M (5' tall); ML 11; XP 2,000.

Spells (as 10th-level wizard): *burning hands (x2), color spray, cantrip; fog cloud, irritation, darkness 15' radius, pyrotechnics; slow (x2), haste; stoneskin, fire shield; teleport, telekinesis.*

Magical items: *ring of contrariness (w/ spell turning), ring of invisibility and inaudibility, two potions of extra healing, potion of gaseous form, wand of polymorphing* (39 charges), *wand of paralyzation* (78 charges), *wand of conjuration* (53 charges), *broom of flying,* three scrolls, each with a *stoneskin* spell.

Artair (Taylang): Int Average; AL CN; AC 6; MV 15; HD 8; hp 36; THAC0 13; #AT 3; Dmg 1-8/1-8/2-12+2; SA Killing rage; SD immune to priest spells of the Charm sphere; SZ M (5' tall); ML 11; XP 1,400.

Magical items: *ring of animal friendship* (41 charges), *ring of vampiric regeneration, boots of striding and springing, gauntlets of swimming and climbing, cloak of displacement,* three *beads of force, potion of gaseous form, potion of polymorph self,* four pinches of *dust of sneezing and choking.*

When fighting together, the tayling/taylang twins receive a +2 bonus to surprise rolls, a -1 bonus to initiative rolls, have a 75% chance of recognizing enemy spellcasters before a battle begins, and receive a +1 on all saving throws. If the tayling is killed, the taylang enters a killing rage. The enraged taylang receives a +3 bonus on attack rolls, can keep fighting until it reaches -20 hit points, and becomes immune to spells.

THANOI (26)

Terrain: Arctic seashore
Total Party Levels: 36 (average 6)
Total gp XP: 13,730
Monster XP: 7,650
Story XP:
Complete: 24,000 Defeat: 8,000
Retreat: 2,000

SET UP

- The PCs discover an old journal that recounts an arctic expedition to recover the Eye of Zahn, a priceless jewel lost during the Cataclysm. Ancient tales say the owner will enjoy bliss forever. According to the journal, the Eye was found, but lost again when the expedition's ship was trapped and crushed in an ice floe. The writer apparently tried to visit the site of the wreck, but never returned from the trip.

- A boisterous group of ice barbarians enter a tavern where the PCs are having a meal. They present the innkeeper with a huge golden plate and ask how much food and drink it will buy them. Later, an inebriated ice barbarian tells a PC that the local thanoi seem to be carrying around a lot of wealth. This is odd, because thanoi usually don't hoard treasure.

- The PCs hear tales of a poor fisherman who struck it rich when a fish he caught turned out to have a huge jewel in its gullet. Other fishermen have tried to duplicate this bit of luck, but a party of thanoi keeps driving them away.

THE LAIR

A band of thanoi has settled down to hunt on an ice floe anchored to a rocky peninsula. Centuries ago, a group of adventurers were shipwrecked near the peninsula. The area is still treacherous today. The waters are rough and choked with chunks of loose ice.

The thanoi have found the wrecked ship and have salvaged some gold plate and gems. They find the gold useful, as it does not corrode or tarnish in seawater. Likewise, the thanoi have found that the gems make good fishing lures. Some time ago, a big fish swallowed one of the gem lures, but broke the line and got away.

HUNTERS

A party of eight thanoi are out hunting when the PCs approach the thanoi encampment. The hunting party is searching for prey along the peninsula's shore, which is very slippery because of freezing sea spray and windblown ice. When the hunters spot the PCs, they immediately move to the attack.

If the PCs are traveling by land, the thanoi simply hunker down behind a chunk of ice. After the PCs pass by, they hurl their harpoons and charge into melee.

If the PCs are traveling by boat, the thanoi enter the water and submerge. They swim to the PCs' craft and break the surface alongside. They try to grapple characters and pull them into the water, where the thanoi attack with their tusks. Characters who are pulled into the water must make swimming proficiency checks or begin to drown. The water is also bitterly cold and the PCs take 1d4 points of non-magical cold damage each round until they leave the water and don dry clothes.

If the grappling tactic fails, the thanoi try to climb into the boat and attack with their tusks.

THE ICE FLOE

When the PCs reach the ice floe, they still must cross a mile of slippery ice to reach the thanoi camp.

While walking across the ice the characters find their path blocked every 10 minutes or so by a lead (an open stretch of water) or a pressure ridge (areas where movement in the ice has caused it to crack and form a low, ragged wall).

Each lead is 1d8+8' wide and 1d4x100 yards long. However, it is not always easy to see exactly how long a lead is when standing at its edge. The character must jump the leads or detour around them.

Pressure ridges are 1d4' high and 1d4x100 yards long. They are slippery and difficult to climb over but not particularly dangerous.

Several thanoi females and their trained ice bears are on the ice. The females dive for shellfish in the leads while the bears stand guard. The

females heard the PCs' fight with the hunters (sound carries a long way under water). While a few females swim under the ice to warn the camp, three thanoi and four ice bears set up an ambush for the PCs. The bears lie down near a pressure ridge, which screens them from view. Their white coats make them difficult even for flying characters to see. Meanwhile, the thanoi wait under the ice, listening for the PCs' footsteps. When the group crosses or tries to bypass the ridge, the bears charge. As the PCs face the bears, the thanoi burst out from the cracked ice and attack from behind.

If the PCs search the area after defeating the thanoi, they find three sacks of mussels and clams. One sack contains a golden platter almost three feet long. It has a few nicks and scratches where it has been used to dig shellfish out of the mud but still is exquisite (value 250 stl).

THE CAMP

The thanoi encampment is a loose collection of ice block dwellings (each about 5' high and 14' across), a few garbage heaps, and a crudely-built rack for drying fish.

When the PCs enter the camp, the thanoi chieftain and his six guards meet the PCs. Seven more thanoi females, the tribe's kagog, and any thanoi hunters or females that survived previous encounters with the PCs hide in the dwellings.

When the PCs get within range, the guards attack, first throwing their pots of flaming oil, then their harpoons, at the party. The chieftain hurls his two harpoons at spellcasters. When their missiles are exhausted, the thanoi charge. If the chieftain or half the guards are killed, the group flees into the dwellings.

Each dwelling is built over a hole in the ice large enough for a thanoi. When the chief and his guards flee, all the thanoi dive into the water and regroup. The kagog uses her healing spells on the chieftain and his guards. When this is done, the thanoi return, under the ice, to the camp. They climb back through their holes—choosing dwellings away from the PCs—and attack. If the PCs aren't keeping a watch over the dwellings, they receive a -4 penalty to their surprise rolls.

If thanoi morale breaks during this counterattack, they all take to the water and flee under the ice.

Searching the camp uncovers a few oil lamps, several quarts of seal oil stored in sealskin bags, and about two dozen sets of fishing gear. The fishing gear includes spools of line made from sinew, various bone and metal hooks, and an assortment of baited lures. If the PCs study the lures, they find several dozen chunks of raw fish and seal meat, many bits of worthless bone, and 36 pieces of metal jewelry and gems worth a total of 7,890 stl.

THE WRECK

The wreck of the ancient ship lies in about 30 feet of icy water directly under one of the leads. The ship's timbers are completely gone, and only the ship's ballast (a heap of melon-sized rocks) and a layer of twigs, remains. If the PCs search here, they find 22 golden platters worth 250 stl each and a large piece of jade in a platinum setting—this is the Eye of Zahn. It is worth 12,000 stl for its gem qualities and functions both as a *stone of good luck* and a *talisman of Zagy.*

Thanoi: Int Low; AL LE AC 4; MV 9, Sw 15; HD varies; hp varies; THAC0 varies; #AT 2 or 1; Dmg 1-8/1-8 or by weapon +2; SD immune to cold; SZ L (8' tall); ML 13; XP varies. Hit Dice, hit points, THAC0, weapons, and experience value vary by type of thanoi as follows:
Chief: HD 5; hp 30; THAC0 15; two harpoons, *frostreaver (battle axe +4);* XP 270.
Females (10): HD 4; hp 18 each; THAC0 17; no weapons; XP 120 each.
Guards (6): HD 4; hp 24 each; THAC0 17; harpoon, 2 oil pots; XP 175 each.
Hunters (8): HD 4; hp 20 each; THAC0 17; harpoon; XP 120 each.
Kagog: HD 4; hp 20; THAC0 17; no weapons; SA *cure serious wounds* and *predict weather* three times a day; XP 270.

Ice Bears (4): Int Low; AL N; AC 6; MV 12, Sw 3; HD 6+2; hp 23 each; THAC0 15; #AT 3; Dmg 1-8/1-8/2-16; SA claw hit on an 18 or better (or any successful attack roll of 5 or more higher than needed to hit) indicates a hug for an additional 2d6 points of damage; SD immune to cold temperatures and cold-based attacks, continues to fight for 1d4 rounds if reduced to 0 to -8 hit points, dies immediately if reduced to -9 hit points or less, -3 to surprise rolls; SZ L (12' tall); ML 10; XP 975 each.

TINKER GNOME (I90)

Terrain: Mountains
Total Party Levels: 54 (average 9)
Total gp XP: 11,000
Monster XP: 17,285
Story XP:
Complete: 30,000 Defeat: 10,000
Retreat: 1,000

SET UP

- The PCs hear tales of dragons attacking villages in an isolated mountain valley. Rumor has it that one dragon recently has been killed during an attack.

- A group of villagers would like to hire the PCs to slay a marauding beast, perhaps a dragon, that stalks the mountainside above their homes. A reward of 8,000 stl is offered to the group who kills the beast.

- While crossing a pass high in the mountains, the PCs see strangely colored flashes of light on a nearby mountain top. The next day, the PCs can see some very large creatures lazily flying over the summit. As the PCs watch, one of them suddenly plummets to the earth.

THE LAIR

A colony of tinker gnomes has decided to conduct a complete clean up and re-organization after a visitor made an uncomplimentary observation about the settlement's unkempt appearance. The clan elder, Orenayneilleguilame, has declared that gnomish ingenuity and workmanship cannot possibly be appreciated by the world at large unless the settlement's image improves. Normally, the gnomes wouldn't have given the clan elder's declarations much thought, but since gnomish pride was at stake, the community immediately formed two committees to discuss the problem.

The first committee comprised the elder and the Architecture, Agriculture, and Kinetics guilds. This group decided that the settlement had an unattractive—and therefore un-gnomish —appearance because too many gadgets, supplies, and piles of waste had been crammed into ugly wooden crates and allowed to pile up haphazardly. This group has concluded that the crates must go, and the material in them must be stored according to a system based on sound technological principles, preferably sorted and stacked in neat piles on any level ground within the settlement.

The second committee, comprising the Hydraulics, Mathematics, Weapons, Mechanical Engineering, Medical, and several other minor guilds, concluded that the settlement had an unattractive—and therefore un-gnomish —appearance because too many gadgets, supplies, and piles of waste had been haphazardly piled up wherever there happened to be a flat space. This group has concluded that the piles must go, and the material in them must be stored according to a system based on sound technological principles, preferably in good, solid, stackable wooden crates.

The members of the Kinetics guild in the first committee have already devised several elaborate and spectacular methods for demolishing crates, and they have begun to empty crates, smash them, and haul the crates' contents down to a storage chamber, where a huge pile of material is collecting. Other gnomes in this committee still are busy devising a new storage scheme. However, they understand that the second committee also has been considering a new storage scheme and hope to compare notes soon.

Meanwhile, the members of the Mechanical Engineering guild in the second committee have devised a whole host of new machines to cut trees, produce lumber, and assemble new crates. Their machines are busily making crates and stuffing them with junk while the rest of the gnomes in the committee ponder how best to store the loaded crates. However, they understand that the first committee also has begun to considering a new storage scheme and hope to compare notes soon.

All this activity has caused quite an uproar on the mountain. Huge gnomish machines clank about, belching steam, and cutting lumber for crates. Hydrogen balloons move lumber up the mountain. (The balloons are the large flying "creatures" the PCs might see during the *Set Up* above.) When the balloons reach the summit, the gnomes literally have to shoot them down.

DRAGONS

The gnomes' lumber-cutting machines have given rise to the rumors of dragons. Each machine is fit-



ted with a cutting head consisting of several hooks for grabbing trees and dozens of axe and saw blades for cutting down trees. Cut trees fall onto a spiked conveyor belt atop the machine and are carried through a series of knives that strip them of bark and branches. From there, the trees pass through a assembly of circular saws that cut the stripped trunks into planks, which are catapulted onto a storage rack at the back of the machine. Each machine has a crew of eight gnomes.

The machines are steam powered and belch gouts of steam and clouds of dark-coal smoke out a series of vents at the machines' sides. Each machine is also fitted with a large naphtha projector below the cutting head. This is for clearing undergrowth from the machine's path.

Each machine is 50' long and 10' wide; they are constructed of three hinged sections, each equipped with a pair of wheels. They can make one 90-degree turn each round.

As the PCs climb toward the mountain summit, they enter a stand of large fir trees. Soon, they notice a nasty, sulfurous smell in the air (coal smoke). As the characters ponder this, the smell gets stronger, and they begin to hear what sounds like a huge creature breathing and hissing somewhere above. One round later, they can see the treetops shaking. Two rounds after that, a lumber-cutting machine bursts out of the trees and careens toward the PCs. It is has malfunctioned and is out of control. The machine is plunging down the mountain toward a village about a quarter mile away. The crew is unaware of the party.

As luck would have it, the machine is lurching toward the PCs. (Use the grenade scatter diagram— *DMG,* "Combat," *Grenade-Like Missiles*— to determine the machine's path each round.) On a roll of "1' the machine stops and backs up (MV 6) for one round. Characters in the machine's path must save vs. breath weapon or be struck by the cutting head. Success means the machine overruns the character.

Characters caught in the head must then save vs. petrification or be grabbed and conveyed to the machine's top, where they are spiked, sliced, and sawed. Success means the victim was thrown clear. In addition, the machine dumps a pile of lumber to its right or left side (50% chance for each) each round.

Gnomish lumber machine: MV 24; AC 1; hp 200; #AT 1-3; Dmg 3-30; SA shed lumber for 2-24 in a 20' square area (save vs. wand for half dmg), catch and shred for 5-50 points damage, overrun for 2-20 points damage; naphtha projector throws a cone of flame 2' at base, 20' long, and 10' wide at the far end, burns 2 rounds for 3d4 points of damage a round; SD six wheels AC -3, 25 hp each; SZ G; ML N/A; XP 5,000.

If the PCs study the machine, they can vaguely discern the gnomes inside by peering through small apertures in the machine, even though the clouds of steam and coal smoke make them very difficult to see. The operators have 90% cover. If the PCs kill or incapacitate all the crew, the machine begins moving in a straight line (MV 9—the gnomes' frantic efforts to bring it under control being the major cause for its erratic movement), and it stops shedding lumber. The only way to stop the machine is to reduce it to 0 hit points or destroy all the wheels on one side.

If the PCs stop the machine, any surviving gnomes leap out through various hatches and immediately begin surveying the damage. They jabber at one another, jotting copious notes on the large rolls of parchment. They pay no heed to the party unless the PCs go out of their way to introduce themselves. If the driver, Strotwayneshortshirt (Strot), survived, he takes charge of dealing with the PCs. Strot (or another surviving gnome) can relate the following:

- This is the gnomes' newest machine—designed and built in only three weeks. Owing to extreme haste, the gnomes didn't bother to armor it, though a subcommittee did recommend that it be armored.
- The entire crew hopes the PCs now fully understand the difference between a useful machine and a dragon.
- There really was no need for the PCs to disable the machine, though the incident was useful in pointing out the need for armor.
- The machine almost certainly would have missed all the villages on the lower slopes. And if not, no real harm done. Humans aren't deaf and certainly could hear a machine in plenty of time to get out of the way. As to property damage, well, humans are too content with what they have. Everything could benefit from a little improvement now and again.
- The machine's function is to cut lots of trees and turn them into lumber for crates. The gnomish settlement needs crates so it can organize its "stuff.' It also needs new, improved crates to replace its old crates.
- The PCs are welcome to go to the settlement and take a tour; just ask for the watchman, Briyapitesitgercooskee (Brypete).

Heads Up

High on the mountain, the PCs find terraces where the gnomes are growing crops. They also find piles and piles of freshly cut lumber. A gaggle of sausage-shaped balloons, which supports huge bundles of lumber, floats overhead. The balloons are riding a thermal (a rising current of warm air) up the mountain and over the summit.

About 100 yards away, a squad of gnome crossbowmen are taking aim at the balloons. Their quarrels are soaked with pitch and smoke visibly. The gnomes appear to be oblivious to the PCs.

Smart PCs will scurry for cover immediately. No matter what the PCs do, they see the gnomes fire a volley of flaming quarrels at the balloon that is farthest up the slope. When the quarrels hit, the balloon bursts into brilliant flames and plummets to earth, sending up a shower of lumber shards and chunks of flaming balloon upon impact. The crossbowmen reload and take aim on another balloon while several gnomes armed with blunderbusses spray the flaming wreckage with foam and begin to retrieve the unburned, unbroken lumber.

Any character who has not taken evasive action must save vs. breath weapon when the gnomes fire their second volley. Failure results in 2d12 points of damage from flaming balloon wreckage *and* a second save vs. death magic. If this save fails, the character is squashed to death under the huge bundle of lumber. The gnomes are sincerely apologetic if the PCs take damage from the wreckage and suggest that maybe the party should stand somewhere else besides right under their lumber-lifting balloons.

These gnomes are only too happy to explain that they are engaged in gathering all the crate-making lumber that their machines are cutting from the mountain. (There is enough cut lumber piled up here already to build a small town.) They also enthusiastically describe the wonderful gnomish machine that inflates the balloons. ("It's got boilers and hoses, and cogs and gears, and gosh. . . you've just got to see it to believe it!") At that moment, the PCs hear a tremendous explosion somewhere down the mountain. The gnomes all look a little pale and suggest that maybe this isn't such a good time to go see the balloon machine after all.

Eventually the gnomes direct the PCs to the settlement entrance, where they can talk to Brypete.

If the PCs attack, the gnomes reply with missile fire. If the fight goes against them, they scatter and return to the settlement individually so as to avoid leading the PCs to it.

The Settlement

The gnomes live in an extensive cavern complex. If the PCs get directions from the crossbowmen, they can find the entrance with little difficulty. Otherwise, they must search for an hour or so; the entrance is hidden behind a pile of false boulders.

1. Entrance: The boulders are mounted on an iron conveyor, which allows the gnomes to move them (when the machinery is working). A simple portcullis at the cave's east end controls access to the complex. (The false boulders just provide concealment.) Brypete and two gnomes are on guard near the controls that move both the boulders and portcullis.

Brypete is a balding gnome with a bushy mustache. His striped coveralls are festooned with pockets that are crammed full with all manner of hand tools. He greets the PCs cheerfully, though as head of the Security guild, he has no special role in the affair of the crates and is feeling a little left out.

Conversation with Brypete is somewhat difficult; not only does he speak in the rapid-fire manner common to tinker gnomes, he also suffers from a hacking cough that makes uninitiated onlookers think he's about to breathe his last.

Brypete quickly (for a gnome) relates the settlement's little problem with appearances. He shakes his head and gestures helplessly if the PCs make any comments about the lumber cutting machines. They'll have to talk to Renniretepjimmetzer (Renni), head of the Mechanical Engineering guild, about the machines, or perhaps Orenayneilleguilame (Oren), the clan elder.

Brypete happily agrees to conduct the PCs to either of these distinguished gnomes and offers to give the PCs a brief tour of the settlement.

If the PCs are persistent in asking what the gnomes are up to, Brypete offers this explanation: "[cough] As the local representatives of Krynn's most technologically advanced race, all the gnomes in the settlement want to make a good impression on any visitors who come calling. Since [cough] the manufacture of useful artifacts is our prime concern here, the finished goods and various byproducts from the manufacturing process tend to pile up and, well, create clutter. Therefore, we are getting organized! Now that I've made that clear, let's start the tour."

2. Crossfire room: Eight leering, iron gargoyles stare from this chamber's walls. The gargoyles

actually are belchers jutting into the room. Brypete pats one protruding muzzle. "Yep, my 'babies' are here to speak to anybody who tries to break in." A second portcullis can be lowered to block the east exit. Two guards tip their helmets to Brypete and the PCs when they pass by.

If the PCs are hostile, the gnomes try to stop them here. The gnomes lower the inner portcullis and mechanical alarm gongs summon 11 more guards from the residential area. These gnomes use their missile weapons and belchers to repel the invaders.

3. Belcher rooms: Each chamber contains two belchers, a small stock of projectiles, and smoke powder. The doors are locked, but Brypete has the keys and will show the PCs one of the rooms if they ask. The belchers can swivel to point at most targets in area 2.

4. Magazines: These chambers are crammed with barrels of smoke powder and cases of belcher projectiles. The massive doors leading into these rooms are made from tempered steel and are securely locked. Brypete will allow the PCs a quick peek into one of them, but only if they remove all their metallic equipment—a single spark could cause a colossal explosion and Brypete isn't taking any chances. (Cork gaskets keep the door from making sparks.)

5. Fungi beds: The Agriculture guild cultivates mushrooms of all sorts in these two caverns. Both rooms are humid, but have a pleasant, earthy smell.

6. Machinery rooms: These spaces are packed with gears, shafts, pulleys, steam lines, and pistons used to operate the portcullises and the boulder conveyor. The doors are locked, but the keys are stored on hooks right next to the locks. (They're much harder to lose that way.)

7. lifts: The gnomes use these steam-powered elevators for lifting heavy loads. They are open platforms moved by gnomishly complex steam pistons and rods. Thick lime deposits coat the platforms and the chamber walls. Tendrils of hissing steam issue from the cylinders beneath the platforms. Brypete bypasses the lift and leads the PCs to area 8.

8. Express elevators: The gnomes use these chambers to go quickly from level to level. To go up, a passenger dons an air-filled studded leather suit and helmet, then steps onto a steam-powered catapult that hurls him straight up to the next level. At the top, an overhead conveyor fitted with grasping hooks catches the passenger and deposits him at the side of the shaft. To go down, a passenger dons a suit and jumps. The air-filled suit breaks the fall. (This is a very ungnomish approach, but the committees working on the problem haven't yet come up with a good solution.)

When the PCs arrive, the conveyor at the top level isn't working, and a crew of six gnomes is busy trying to repair it. Brypete immediately steps in and a blisteringly fast dialogue follows. This ends with Brypete producing a huge hammer from his coveralls and giving the conveyor a huge whack. This releases a gout of steam and sets the conveyor spinning madly. One of the workmen is flung off the conveyor toward the "down" shaft. Unless the PCs intervene, he'll fall—suitless — 40 feet. A *feather fall* spell or wrestling attack can prevent the tragedy.

The gnomes happily will help fit the PCs with suits for a trip up or down; this takes some effort because the suits are gnome-sized and must be altered. A character foolish enough to take the plunge must save vs. breath weapon (Dexterity adjustments apply) or suffer 4d6 points of falling damage (due to suit failure). Going up, a failed save causes 5d6 points of damage (miscellaneous failure). Gnomes receive a +4 bonus to the save.

If the PCs are sensible and shun the device, Brypete takes them down the stairs at the east end of the complex.

9. Laboratory: This is where the gnomes work out the details of their inventions. Almost every square inch in this chamber is packed with workbenches, tools, piles of junk, spare parts, and new machinery in the making—and the PCs are utterly unable to tell one from the other. The noise of whistles, bells, hammers, drills, and assorted other sounds combine to form an overwhelming din.

Brypete makes one grand circuit of the room, grinning broadly and exchanging pleasantries, with machine-gun rapidity, with most of the 67 gnomes laboring here.

Among the most notable sights in the chamber is a device (about the size of an ogre) that is mechanically pounding a pile of lumber into toothpicks and periodically ejecting billows of splinters. This is a scale model of the crate-smashing machines already at work in area 10C; the gnomes are developing a model for a machine that can fling away the debris. There is also a completed lumber machine at the west end of this chamber. A crew of gnomes seems to be disassembling it. (This is not good news as they are taking it apart so they can fit it onto the lift and

reassemble it outside.)

10. Storage rooms: Most of these chambers are empty, and sparkling clean. Brypete proudly shows one to the PCs so he can prove how neat and tidy the settlement is becoming. However, the following chambers are notable:

10a: This chamber is the temporary repository for all the uncrated—and newly crated—junk the gnomes have been shifting around lately. It is literally stacked to the ceiling and impassable. The east end is piled with splintered lumber, which completely blocks the lift. Brypete steers the PCs away from this room.

10b: Crates are being manufactured and stuffed with junk (taken from area 10a) here; 25 gnomes and a host of crazy-looking machines perform the task. Brypete allows the PCs a quick look in here so they can appreciate gnomish technology constructively at work. One gnome stops briefly to tell Brypete that there seems to be a pile of wood blocking the lift again. Since the lift is adjacent to area 10a, Brypete puts off investigating the pile of wood.

10c: Five immense machines and 20 gnomes are feverishly busy emptying crates, smashing the empties, and carting the debris to the lift, where the smashed wood is piling up. Brypete also gives the PCs a look at this room to demonstrate the versatility of gnomish technology. If the PCs ask Brypete why the gnomes are both building and destroying crates, the gnome mumbles something about advancing the state of crate technology and brusquely asks the PCs who they'd like to see, Oren or Renni.

11. Committee Chambers: The committees are still intensely busy discussing the matter of storing the settlement's junk. Renni's committee is arguing the merits and methods of crate construction in area 11a; Oren's committee is arguing the merits and methods of crate destruction in area 11b. Neither committee has accomplished anything since building their machines a month ago.

Oren and Renni, as spokesgnomes for their committees, will be glad to explain the work.

Renni and his gnomes have been making 20 crates per day for the past week. Their records also show that they have cut 200 trees and have destroyed 19 balloons. They estimate that they can have all the material in the settlement crated in 17 weeks. If a PC asks Renni about the supply of trees, Renni is confident as he estimates there are enough large trees on the mountain to last at least 19 weeks.

Oren and her gnomes are busy numbering each crate in the settlement with bright pink paint. Once numbered, the crate is scheduled for destruction. The schedule is written in green ink on a huge scroll in area 11b. As each crate is smashed, it is crossed off the list with a mark made in yellow ink. The committee has been smashing 20 crates a day for the past week, but the total number of crates in the settlement has not diminished—the committee keeps finding new crates. Oren invented the paints and inks herself and is very proud of them. She waves a huge brush full of pink paint as she speaks, splattering everyone in a 10' radius with indelible pink spots.

If the PCs wish to get the gnomes to stop working at cross purposes, they'll have to speak to Oren. She is nominally in charge of the settlement, and her committee room is adjacent to both the crate construction and crate destruction areas—she has been too involved in her own task to take a look at what's going on in area 10b. When faced with the obvious, even a gnome can be forced to reconsider. Oren orders a general halt to all work involving crates, offers any paint-spattered PCs an ink-soaked rag, and runs off to consult with Renni.

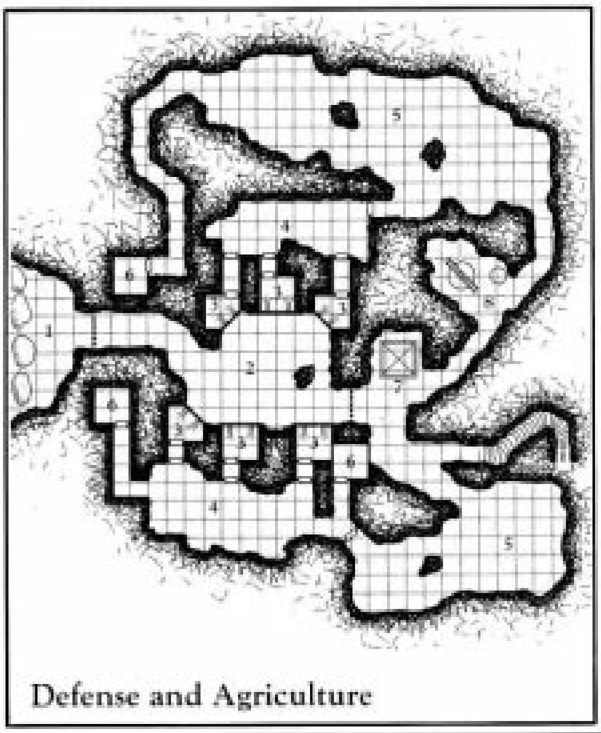
Once the PCs have finished dealing with Oren and Renni, Brypete offers to conclude their tour of the complex with a look at the settlement's coal mine and power room.

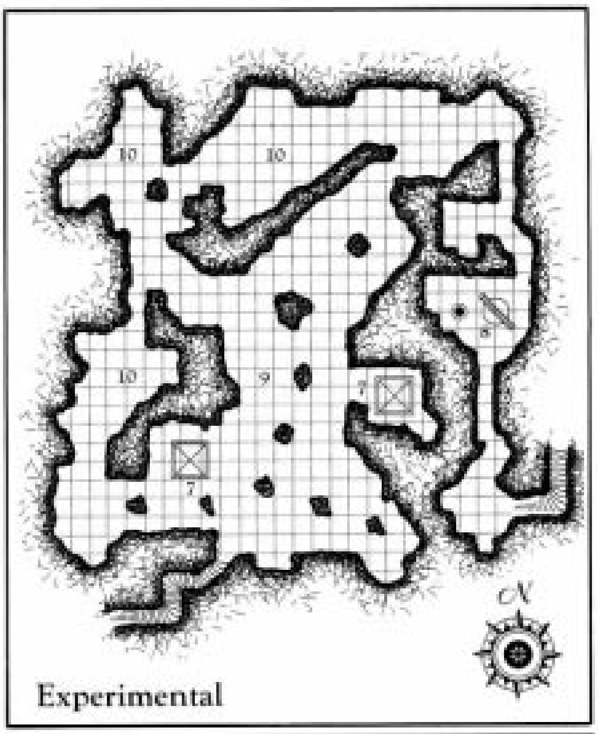
12. Residential Area: The corridor continues 300' to the east and opens into a huge, damp cavern lit by coal oil lamps. Water continually dips from the ceiling and puddles on the floor. The entire cavern is a maze of stalactites, stalagmites, and natural columns. To combat the damp, the gnomes have built dozens of domed, brick houses that look something like red brick igloos.

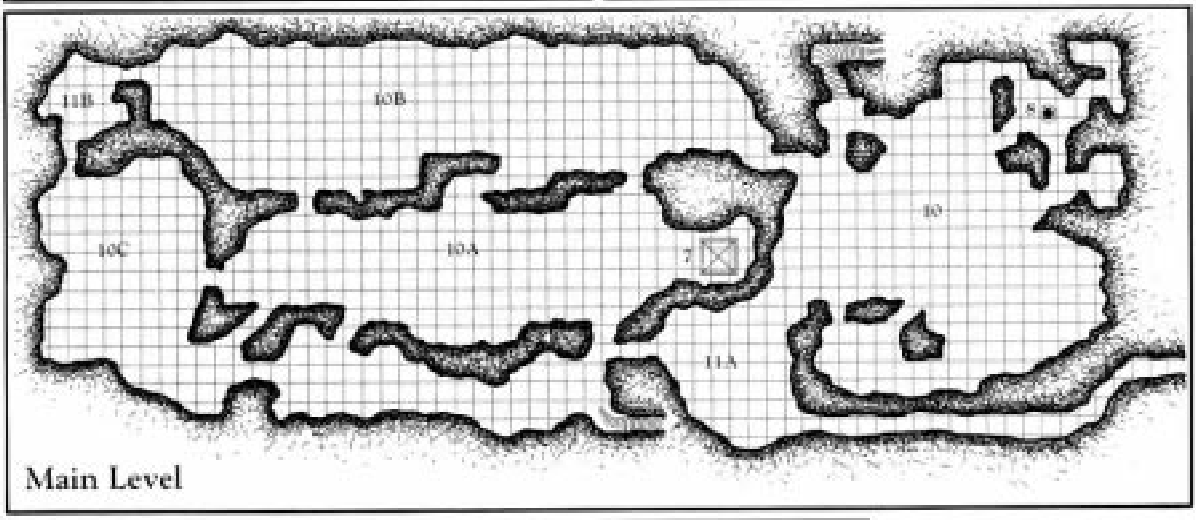
13. Mine: This level is a coal mine. The tunnels are rough and of gnomish make; the PCs have to stoop. The air is thick with coal dust, and everything is covered with soot.

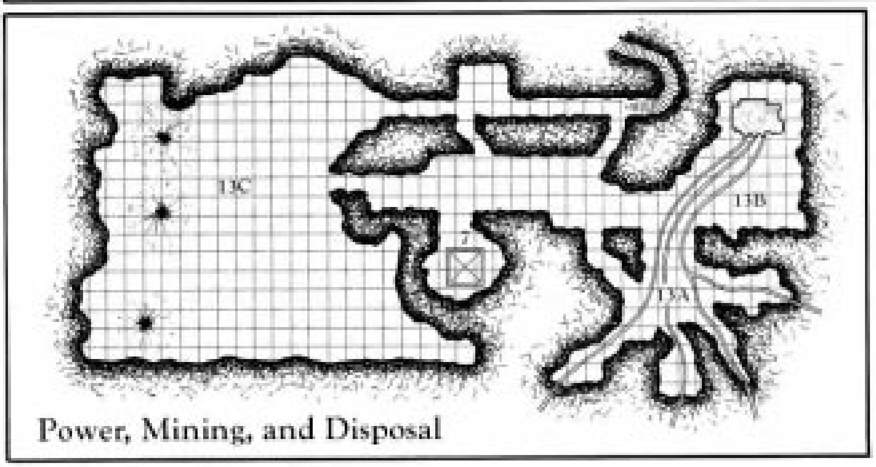
13a: Mine Face: Twelve gnomes are hard at work digging coal here and loading it into small, wooden carts, which they trundle north into area 13b. They are using steam-powered devices that look something like stubby lances to the PCs. Leaky, leather hoses carry steam from area 13b. Anyone within five feet of a hose must save vs. breath weapon or take 1d4 points of scalding damage. The gnomes wear protective clothing to prevent this.

13b: Power room: The gnomes have built a gargantuan furnace and boiler here, which provides


Defense and Agriculture


Experimental
N


11B
10B
10C
10A
7
10
8
11A
Main Level


13C
7
13B
13A
Power, Mining, and Disposal


Scale: one square = 10 feet
Door
Boulders
Portcullis
Belcher
Overhead conveyor
Lift
Shaft (ceiling)
Shaft (floor)
Natural staircase
Sinkhole
Boiler
Steam hose

steam to the entire complex through a series of brass tubes and leather hoses. A crew of 14 gnomes tends the boiler. Brypete has a conversation with the foreman here, too, and learns that the lift has been blocked at area 10a for three days. The foreman also says the crate disposal crews have yet to return three coal carts they borrowed. Brypete agrees to look into the matter of the carts. He turns to the PCs and says, "Well, it seems I've got to go to work now, no more time for visiting. I'll just stroll down to the dump at the other end of the mine. You can tag along, if you have a mind."

13c: Dump: The gnomes throw a considerable volume of trash into the three sinkholes in this cavern. The disposal crew from Oren's committee was supposed to be dumping smashed crates and other junk in here. (It hasn't occurred to them to burn the wood in the furnace—after all, it's a coal furnace.)

The center sinkhole is choked with trash—all the PCs see is a heap of metallic junk.

A small pile of trash is barely visible at the bottom of the south hole.

The north hole also appears to be empty, but four mining helmets and six steel rods lie at its lip. These are the remains of the disposal crew and their mining carts. Three ochre jellies living in the sinkhole attacked and killed them.

An ochre jelly had been living in the sinkhole for years, consuming trash. When the gnomes began destroying crates and dumping their unwanted clutter, the ochre jelly feasted, and soon divided into three large ochre jellies, which became bold enough to attack the disposal crew. The jellies are covered in coal soot and are all but invisible in the sinkhole until they move. They attack anyone who comes within five feet of the hole. The soot makes them look like mobile pools of black liquid.

Tinker gnomes (190): Int Very; AL CG; AC varies; MV 6; HD varies; hp varies; THAC0 varies; #AT 1; Dmg by weapon; SZ S (3' tall); ML 8; XP varies. Hit Dice, hit points, THAC0, weapons, and experience value vary by type of gnome as follows:

Brypete: AC 2; HD 6; hp 30 THAC0 15; blunderbuss, gnome pick, 2 flash grenades, 2 fire grenades; XP 420.

Committee members (45): AC 7; MV 6; HD 5; hp 22; THAC0 19; no weapons; XP 175 each.

Guards (16): AC 3; HD 4; hp 18 each; THAC0 17; blunderbuss, short sword, 2 pepper grenades, 2 thunder grenades; XP 175 each.

Lumber catchers (20): AC 5; HD 2; hp 9 each; THAC0 20; blunderbuss*, light crossbow**, gnome pick; XP 35 each.

Lumber machine crew (7): AC 7; HD 1; hp 6 each; THAC0 20; no weapons; XP 15 each.

Lumber machine driver: AC 7; HD 3; hp 16; THAC0 19; no weapons; XP 65.

Miners (72): AC 4; HD 3; hp 18 each; THAC0 19; gnome pick; XP 65 each.

Technicians (86): AC 7; HD 2; hp 9 each; THAC0 20; no weapons; XP 35 each.

Oren: AC 7; HD 8; hp 32 THAC0 18; gnome pick; XP 1,400.

Renni: AC 7; HD 7; hp 33; THAC0 19; gnome pick; XP 975.

* Foam ammunition covers a 1' diameter; characters hit must save vs. breath weapon at +4 or be knocked out for 1d4 turns.

** Flaming quarrels inflict +2 damage.

Ochre Jellies (3): Int Non; AL N; AC 8; MV 3; HD 6; hp 48 each; THAC0 15; #AT 1; Dmg 3-12; SD lightning divides them into smaller jellies; SZ M (7' in diameter); ML 10; XP 420 each.

If the PCs help slay the ochre jellies, Oren offers them their choice of the following: one 500 stl gem each, a *spear +3,* or four *potions of extra healing.*

WICHTLIN (I)

Terrain: Any
Total Party Levels: 6 (average 1)
Total Magic XP: 2,200
Total gp XP: 832
Monster XP: 1,400
Story XP:
Complete: 6,000 Defeat: 2,000
Retreat: 900

SET UP

- The PCs discover an old ruin on an isolated hilltop.

- Local tales tell of a group of young elves who found a glittering treasure hidden in a nearby ruin. A curse on the treasure, however, drove the adventurers mad. One young elf slew his companions and returned the treasure.

- The PCs come across an account of the life and death of Wefeanoe, an infamous elven brigand who eventually was killed by her own underlings. A note attached to the account includes a map showing the keep where Wefeanoe's cutthroats kept their lair—and their treasure.

THE LAIR

Wefeanoe became a wichtlin after her violent death. She still haunts the ruins of the brigand stronghold where she ruled in life. Several decades ago, a group of adventurous young elves came seeking Wefeanoe's treasure. In the ensuing battle, Wefeanoe paralyzed one of the elves and suggested that he gather all the party's treasure once the fight was over and place it within the ruins for safekeeping. After planting the suggestion, Wefeanoe withdrew. The elves, thinking they had driven the wichtlin away, looted the dungeon and left.

That night, the elf carried out the suggestion. His companions were convinced they were being robbed and a fight broke out. The elf escaped with his life and most of the party's treasure, but when he returned to the ruin, Wefeanoe killed him. Wefeanoe has continued in this manner ever since.

THE RUIN

The remains of Wefeanoe's brigand hold are now nothing more than an earthen mound covered with brambles and toadstools, surrounded by a shallow, rectangular trench about 30 yards long and 10 yards wide. The trench marks the line of a wooden palisade, which has long since rotted away. The mound is what remains of the brigands' timber keep.

The trench contains nothing interesting. If the PCs poke about in the mound, they find dozens of old roof slates and hearthstones, but nothing else. If the PCs begin to dig, Wefeanoe, who is hiding under one of the rocks, appears and attacks.

The wichtlin concentrates her paralyzing attacks against elves, or, if elves are not present, against random targets. She uses her poison attack on the PC who is doing the most damage to her. If she paralyzes an elf, she uses her suggestion power. If she succeeds in planting a suggestion, Wefeanoe retreats back under her rock. The space under the rock is large enough to hold Wefeanoe's mostly incorporeal body, but not big enough for any PC. Wefeanoe also will retreat under the rock if reduced to five hit points or less. Masonry debris under the rock makes digging impossible, but the party can pry up the rock if they can improvise a suitable lever and apply at least 50 points of strength to it. (A suitable lever must be at least six feet long and very strong; a sword, staff, or spear is insufficient.)

Wefeanoe's suggestion induces the victim to wait until his or her companions are sleeping and then attempt to steal all the party's valuables and return them to the ruin. If the PC succeeds in getting the party's treasure, the character returns to the mound and buries the valuables under the brambles. When the victim finishes, Wefeanoe attacks to kill.

Wichtlin: Int Semi; AL CE; AC 2; MV 9; HD 4+4; hp 22; THAC0 15; #AT 2; Dmg special; SA see below; SD see below, +1 or better weapon to hit; SZ M (5' tall); ML 12; XP 1,400.

A wichtlin appears as a set of floating eyeballs and skeletal hands. Characters using *detect invisibility* and similar divinations can see the creature's true skeletal form and attack it normally, all others receive a -2 penalty to their attack rolls. Wichtlins are immune to poison, paralyzation, *sleep, charm, hold,* and *cold* spells, and normal weapons. A wichtlin's left hand causes paralyzation for 2d4 rounds (save vs. paralyzation negates); the right

hand causes 2d6 points of poison damage (save vs. poison negates). If a wichtlin paralyzes an elf, the monster can attempt a *suggestion* (as the 3rd-level wizard spell) against the elf (save vs. spells negates).

There are five caches of treasure hidden in the mound. The first four are buried eight to 15 feet below the brambles. The PCs can find these by digging up the brambles. It takes at least four turns to clear away the brambles and another four turns of digging to recover each cache of treasure.

Buried under the brambles the PCs will find 2,400 cp, 1,000 sp, 580 gp, and 528 stl The fifth cache of treasure lies under Wefeanoe's rock. (Wefeanoe used her corporeal hands to drag these items into the cavity under the rock.) The cache contains a *suit of chain mail +1,* a *potion of heroism,* and a *pouch of accessibility.*

MONSTER STATISTICS CHART

(* indicates a secondary monster, L = level of adventurers they are used against)

Monster	L	AC	MV	HD	hp	#AT	Dmg	THAC0	SA	SD	AL
Anemone, giant	9	2	1/4	16	65-90	1-3	1d10	5	Y	Y	N
Blood Sea imp	6	4 or 1	12/Fl 24(A)/Sw 6	5+3	21	1	1d6	15	N	Y	CE
Blood Sea Minotaur	6	6	12	6+3	26-48	2	2d4/1d4	13	Y	N	LE
Blood Sea Minotaur Varthas, Captain	6	6	12	8	7	3	2d4/1d4 or 1d10 or 2d4/1d6	13	Y	N	LE
Blood Sea Minotaur Kragan, cleric	6	6	12	9	54	2	2d4/1d4 or 1d6+4/ 2d4+4	13	Y	N	LE
*Bugbear	7	5	9	3+1	14	1	2d4	17	N	N	CE
Centaurs	4	3 & 5	18	4	28-32	2 or 1	1d6	17	N	Y	CG/NG
Centaurs, Abanasinian	7	4	18	4	24	2 or 1	1d6	17	Y	Y	CG
Death Knight	10	0	12	9	72	1	2d4/2d8	11	Y	Y	CE
Dimernesti, 2nd Level Fighter	8	10	9/Sw 15 (Sw 18 as otter)	2	11	1	1d6+1	19	N	N	CN
Dimernesti, 4th Level Fighter	8	10	9/Sw 15 (Sw 18 as otter)	4	23	1	1d6+1	17	N	N	CN
Dimernesti, 2nd Level Priest	8	10	9/Sw 15 (Sw 18 as otter)	4	18	1	1d6	18	Y	N	CN
Dimernesti, Uulpres	8	2	9/Sw 15 (Sw 18 as otter)	10	27	1	1d4	17	Y	Y	CN
Disir	3	3	12	5	20	3	2d4/2d4/2d6	15	Y	Y	LE
Draconian, Aurak	9	0	15	8	48	2 or 1	1d8+2 (x2)	13	Y	Y	LE
Draconian, Bozak	4	2	G/Run 15/Glide/ Fl 6 (E)	4	18-27	2 or 1	1d4/1d4 or 1d6/1d8	17	Y	Y	LE
*Draconian, Sivak	9	1	6/Run 15/Glide 18/ Fl 24 (C)	6	30	3 or 1	1d6/1d6/2d6 or 1d8/1d12	15	N	Y	NE
Dragon, Red	8	-7	9/Fl 30 (C)/Jp 3	16	86	3 +spec	1d10/1d10/3d10	7	Y	Y	CE
Dragon, Silver	8	-6	9/Fl 30 (C)/Jp 3	17	78	3 +spec	1d8/1d8/5d6	3	Y	Y	LG
Dreamshadow	8	0	9	10	83	2	1d8+7/1d8+7	11	N	N	LG
Dreamwraith, Andrus	8	3	12/Fl 18 (C)	8	39	1	1d10	13	Y	Y	CE

(* indicates a secondary monster, L = level of adventurers they are used against)

Monster	L	AC	MV	HD	hp	#AT	Dmg	THAC0	SA	SD	AL
Dreamwraith, Armor	8	3	9	8	28	1	1d10	13	Y	N	CE
Dreamwraith, Bat	8	3	Fl18 (C)	8	8	1	1d10	13	Y	N	CE
Dreamwraith, Genalin	8	3	12/Fl 18 (C)	8	36	1	1d10	13	Y	Y	CE
Dreamwraith, Nightmare	8	3	15/Fl 36 (C)	8	39	1	1d10	13	Y	N	CE
Dreamwraith, Skeleton	8	3	12	8	28	1	1d10	13	Y	N	CE
Dreamwraith, Stirge	8	3	3/Fl 18 (C)	8	24	1	1d10	13	Y	N	CE
Dreamwraith, Wolf	8	3	18	8	32	1	1d10	13	Y	N	CE
Eyewing	6	4	Fl 24 (B)	3	16	3	1d6/1d6/1d4	17	Y	N	LE
Fetch	7	4	6	9	54	2	Special	11	Y	Y	CE
*Ghast	4	4	15	4	20	3	1d4/1d4/1d8	17	Y	Y	CE
Ice Bear, Adult	5	6	12/Sw 3	6+2	29-47	3	1d8/18/2d8	15	Y	Y	N
Ice Bear, Cub	5	6	12/Sw 3	4	16	3	1d4/1d4/1d8	17	Y	Y	N
Irda	1+	10	9	10	38	1	1d10	17	Y	Y	CG
*Jarak-sinn	3	5	6/Sw 12	2+1	19	1	1d10	10	Y	N	N(E)
Kagonesti, Aleagacta	2	3	12	8	56	2	1d8/1d4	13	Y	N	CG
Kagonesti, Scout	2	7	12	3	21	1	1d6	18	Y	N	CG
Kani Doll, Human	4	10	12	2	10	1	1d4	19	Y	N	CE
Kani Doll, Great Cat	4	9	15	2	10	1	1d4	19	Y	N	CE
Kani Doll, Owl	4	8	Fl 3 (B)	2	10	1	1d4	19	Y	N	CE
Knight Haunt	8	0	9	8	40-56	2	1d8/1d8	13	Y	Y	LG
Kodragon	1	5	6/Fl 24 (A)	5	24	3	1d2/1d2/1d6	15	Y	Y	N(G)
*Mage, Evil	3	6	12	7	22	1	1d6	18	N	N	NE
*Maidens	8	9	12	0	3	1	1d4	20	N	N	N/NG
*Megaladon	8	5	Sw 18	10	45	1	4d4	11	N	Y	N
Neidar, 1st-level fighter	4	6 or 10	6	1	8	1	1d8+1	20	N	N	NG
Neidar, 2nd-level fighter	4	10	6	3	21	1	1d8+1	19	N	N	NG
Neidar, Adit	4	10	6	5	30	3/2 or 1	1d8+5	16	Y	N	NG
Neidar, Brae	4	10	6	3	18	1	1d8	18	Y	N	NG
Neidar, Women & children	4	10	6	1	4	Nil	Nil	N/A	N	N	NG
*Ochre jelly	9	8	3	6	48	1	3d4	15	N	Y	N
*Ogre	5	5	9	4+1	21	1	1d10+2	17	N	N	CE
Phaethon	4	3	12, Fl 18 (C)	4	19	1	3d6	17	Y	Y	LN
Phaethon, Elder	4	2	12, Fl 18 (C)	6	28	1	3d8	15	Y	Y	LN
*Pirate, Innis	8	1	12	6	42	3/2 or 2	1d8+3 or 1d6+1 (x2)	15	Y	N	CE
*Pirates	8	3	9	3	18	1 or 2	1d8+1 or 1d6 (x2)	18	N	N	CE
*Rat, Giant	1	7	12	1/2	2	1	1d3	20	Y	N	N
Saqualaminoi	8	5	9	8	32-60	2	2d4/2d4 13	N	Y	N	
Shadowpeople	3	2	12/Fl 18 (C)	3+1	14	1	1d8	17	Y	Y	N(G)
*Shimmerweed	4	8	Nil	1hp	1	Nil	Nil	N/A	Y	N	Nil
*Skunk, Giant	5	7	9	5	21-33	1	1d6	15	Y	N	N

(* indicates a secondary monster, L = level of adventurers they are used against)

Monster	L	AC	MV	HD	hp	#AT	Dmg	THAC0	SA	SD	AL
Slig, Champion	5	3	9	3+3	29	1	2d4+3 or 1d4	17	Y	Y	LE
Slig, Child	5	3	9	2	7	1	1d3	19	Y	Y	LE
Slig, Vidphox	5	3	9	3+3	41	1	1d6+7 or 1d4	17	Y	Y	LE
Slig, Warrior	5	3	9	3+3	18	1	2d4+2 or 1d4	17	Y	Y	LE
*Spectral Minion	10	2	30	0/1-3	4/8-20	1	1d8	18-20	Y	Y	CE
*Spider, Huge	7	6	18	2+2	11	1	1d6	19	Y	N	N
*Stag	2	7	24	3	18	1 or 2	2d4 or 1d3/1d3	17	N	N	N
*Stag, Wild	5	7	24	3	21	1 or 2	2d4 or 1d3/1d3	17	N	N	N
Stahnk	6	6	9/Sw 9	12+12	72	3	2d4+1/2d4+1/3d8	7	Y	Y	N
Taylang	7	6	15	8	36	3	1d8/1d8/2d6+2	13	Y	Y	CN
Tayling	7	8	12	4	18	1	1d4	17	Y	Y	NG
Thanoi, Chief	6	4	9, Sw 15	5	30	1	1d8+6	15	N	Y	LE
Thanoi, Female	6	4	9, Sw 15	4	18	2	1d8/1d8	17	N	Y	LE
Thanoi, Guard	6	4	9, Sw 15	4	24	2	1d8/1d8	17	N	Y	LE
Thanoi, Hunter	6	4	9, SW 15	4	20	2	1d8/1d8	17	N	Y	LE
Thanoi, Kagog	6	4	9, SW 15	4	20	2	1d8/1d8	17	Y	Y	LE
*Theiwar, 1st Level Fighters	4	5	6	1	10	1 or 2	1d8+1 or 1-3+poison (x2)	20	Y	N	CE
*Theiwar, 2nd Level Fighters	4	5	6	2	12	1 or 2	1d8+1 or 1-3+poison (x2)	19	Y	N	CE
*Theiwar, 3rd Level Fighters	4	5	6	3	19	1 or 2	1d8+1 or 1-3+poison (x2)	18	Y	N	CE
*Theiwar, Bise	4	-2	6	10	55	2 or 1	1d8+12/1d8+12 or 1d4+2 and poison	11	Y	N	CE
*Theiwar, Dyne	4	2	6	5	20	1	1d8+1	18	Y	Y	CE
Tinker gnome, Brypete	9	2	6	6	30	1	2d4+1	15	Y	N	CG
Tinker gnome, committee member	9	7	6	5	22	1	pummel	19	N	N	CG
Tinker gnome, guard	9	3	6	4	18	1	1d6	17	Y	N	CG
Tinker gnome, Lumber catcher	9	5	6	2	9	1	2d4+2	20	N	N	CG
Tinker gnome, lumber machine crew	9	7	6	1	6	1	pummel	20	N	N	CG
Tinker gnome, Lumber machine driver	9	7	6	3	16	1	pummel	19	N	N	CG
Tinker gnome, Miner	9	4	6	3	18	1	2d4+2	19	N	N	CG
Tinker gnome, Technician	9	7	6	2	9	1	pummel	20	N	N	CG
Tinker gnome, Oren	9	7	6	8	32	1	2d4+1	18	N	N	CG
Tinker gnome, Renni	9	7	6	7	33	1	2d4+1	19	N	N	CG
Wichtlin	1	2	9	4+4	22	2	special	15	Y	Y	CE
*Wolf	7	7	18	2+2	11	1	1d4+1	19	N	N	N
*Wyndlass	4	3	3	12	58	11	1d10(x10)/1d4	9	Y	N	N

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